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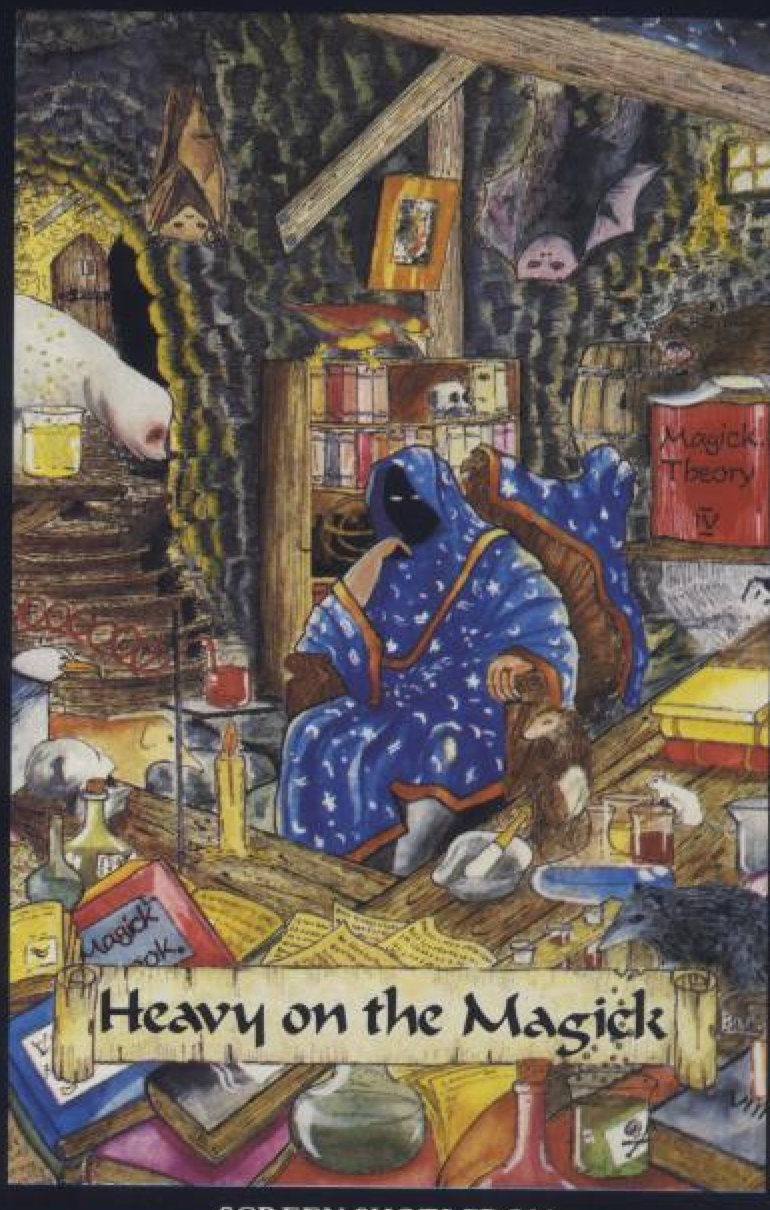
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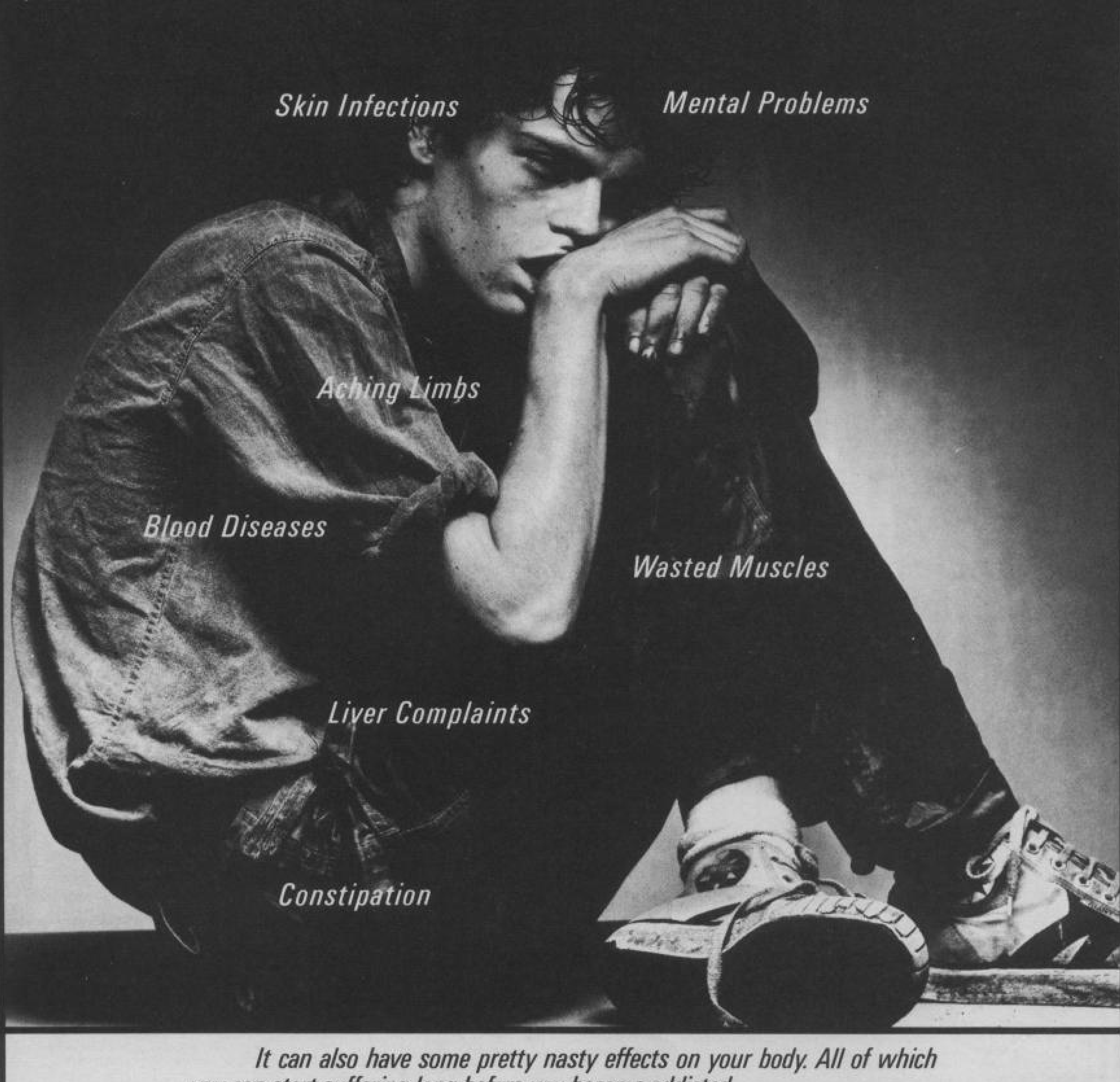
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FRONTLINES



That spotty little twit, who's about as much of a poet as Les Patterson and has all the intellectual depth of a small soap dish, is back. Who you ask. No, not T.P. – Adrian Mole that's who. Just when you thought that he'd finally grown up and flown the nest he groans onto our screens yet again in a repeat TV showing. Not only that but good ol' Aids is about to star in a second computer game by Mosaic, *The Growing Pains Of Adrian Mole* – a follow-up to *Secret Diary*. Look out for it late this summer when hopefully he'll be on his hols.



Why are these men kicking the tar out of each other? Is it a scene from a martial arts movie, or are they simply a couple of shoe salesmen? Have they just got up, or are pyjamas "in" this year? Is it Sir Clive and Alan Sugar writing cheques on each other's footwear, or is it Marc Pierson and Francis Lee of Beyond playing silly beggars? Stand on your head for the answer.

Yes, it's two ah so's playing silly beggars. Only joking lads. (Snort, chortle.)



SHURELY SHOME MISHTAKE Sho, shomeone's finally sheen the merit of putting a reporter into a Shpeccy game. Coursh, Frontlines audishuned for the part in Hewson's *Pyracurse* but wash beaten to the bar by one Legless O'Donnell. Thass him in the screen shot. Shober shuited Leglesh goes in search of his shock horror shcoop in Sarf America with Daphne Pemberton-Smythe, archeologisht Professor Rodger Kile and a pooch called Frozbie. And unlesh my eysh deshieve me, the multi-dimensional 3-D scrolling is shtunning. At £9.95 itsh definitely worth a shecond look...

V R O O M ! Turbo Chat is not, as you might think, some kind of French sports car but a bright new chatline on Micronet 800. It allows you to see up to four messages on screen at the same time, thus making the conversation a little easier to follow. And it's still a piddling 2p a message. Not bad, eh, 'Net-pickers? Le Chat Turbo, c'est Vroom, n'est-ce pas?







C'mon punk, make my day! The punk in question is called Spike, (no not him — the one in the top left hand corner of the screen shot) and he's the hero of Quicksilva's newie, Tantalus. And just to give you an idea of how mega this megagame is, here's programmer Paul Hardcastle of previous Glass fame, posing on half the map of his 1024 room monster. Look out in next month's YS for details of our amazing "design a punk and win a Speccy 128" Tantalus compo!





the BIG story

Sniff. It's all a bit sad really. Sir Clive's finally sold out. Okay, it gets him out of debt but it also gets him out of the computer market. And he's been bought out by one of his major competitors, Amstrad. Sob. Even more touching was the sight of Sir, the man who did more than anyone to fulfil his vision of a computer in every home, sitting next to Amstrad boss, Alan Sugar who's called the Spectrum a pregnant calculator! Anyway, here are the most important details about the deal.

- Amstrad has coughed up £5 million in cash (used oncers?) for the rights to market and manufacture all Sinclair computers and related products.
- The Spectrum 128K will be repackaged with a built-in tape recorder as part of Amstrad's declared philosophy of 'plug in and switch on' for all its computers.
- The QL will almost certainly be ditched. Alan Sugar said that he could not see "much future for it." But he is prepared to flog off the QL's technology or to consider the possibility of repackaging the machine with disks.
- The new 128K should be out before Christmas, could have a joystick port and may cost as little as £139.99. Built-in screens are a possibility but not for a while yet.
- Amstrad is to set up a Sinclair Quality Control service that'll test whether software submitted to it is written to the machine's published specifications. Approved software will then carry a quality control logo. It's intended that this will prevent future problems like the 128's software incompatibility though Amstrad has no plans to rectify this.
- Future Sinclair computers will be firmly fixed in the entertainments sector of the market. They'll look different from today's product (could this be a hint that they'll turn into games consoles without keyboards?); they'll be more reliable (Amstrad already has plans to study why Sinclair products have gained a reputation for poor quality); and they'll continue to be software compatible (more compatible than the 128?).
- The Sinclair logo may appear on non-computer related products though it's not known as yet what these may be.
- Amstrad will not be issuing C5s as company cars.
- *Your Sinclair* will not be changing title to *Your Amstrad*! (*Or only over my dead body. Ed*)



de- -de- dum. Dum- dum- dum- *Or is that dum-de-dum-dum...?* de-dum-de-dum- de-dum-dum. de-dum-dum-de- de-dum -dum- Dum- de-dum dum-de-dum-

Anyway this is an everyday story of software folk, Mosaic Publishing, and its new adventure game based on those sheep-shearing, welly-wearing, combine-harvesting country yokels called *The Archers*. That's them celebrating their collective removal from Radio 4 to your Speccy. Look out for the game round about harvest festival time. Oooh-ar!



Miracle Technology's WS3000 Professional modem was named the Peripheral of the Year at the British Microcomputing Awards 1986. Bet that really phased you.

suck don't blow

This is Authenticity's new Mini-Vac — a hand-held micro cleaner for your Speccy. For £11.95 you can suck the dirt out of your Speccy and afterwards use it to suck the fluff out of your navel.



Newstar boss, William Poel (ex-Amstrad) said, "I have complete confidence that the combination of Amstrad's technical contractors and Alan Sugar's acumen will be able to tweak up the commercially important aspects of computer developments at Sinclair, and turn them into the type of products that they should have been all along. We can now rest assured that the keys won't drop out, and that the products will be available when they are announced." Worra crawler!

REEP OF THE MONTH

T'zers...

Worra bombshell eh? Poor ol' Sir Clive has finally done it ... he's put the whole lot up for sale. All those years of work, all that leading-edge technology, all those computers, all of it up for grabs to the highest bidder. Chelsea will never be the same again (*Chelsea? Ed.*) That's right, he's put his palatial hi-tech mansion in London's poshest part on the market and it's expected to bring in around a million bucks. What did you think I was talking about?

So, what else is new on the Spectrum front? More trouble for Sir I'm afraid. Apparently the Advertising Standards Authority is investigating Sinclair's original claim that the 128K Spectrum was compatible with all existing software. Naughty naughty!

And while we're on the subject (naughtiness, that is) Nexus is into heavy discussion with Martech and Electric Dreams about plagiarising its digitising concept. (See the digitised piccies of Foxes, Sam and Michael J, no relation so far as we can tell, in Screenshots.)

Talking of plagiarism, which isn't to imply that this link in any way suggests that there's anything improper in the next story, but Domark is bringing out **Splitting Images** (any resemblence to any television programme living or dead is purely coincidental — and anyway there's one 'I' of a difference between them.) later this month. It's a puzzle game (get over) and the idea is to assemble blocks of graphics to solve small problems. When Maggie's on-screen husband Denis appears, with surprise surprise, a bottle, you have to get him smashed with it and you'll score a bonus as well as keeping him happy for hours. Care for a quick snort of the sticky stuff, old man?

Hey, wow this is really heavy. It's Gargle Games's new hyper-amazing graphic adventure, **Heavy On The Magick.** "It's got 255 rooms, over 400 words, 280 objects to examine and it's given me a heart-attack," said Greg Follis. Let's hope he recovers in time for the launch of Gargoyle's four new arcade games in September.

Mastertronic has just released as part of its MAD range, **Deltawing,** the first game to feature computer generated knees — so don't knock it. Still, as a flight simulator it is a bit of a legend — it was first released by Creative Sparks a couple of years ago.

Some people find it difficult co-ordinating the bits of their bodies. (Take Troubleshootin' Pete, for example!) I mean does Firebird's left foot know what it's right ear's doing. (We're talking Lenslok here in case you don't know.) Phil Pratt informs me that there was nothing wrong with Lenslok and no, they hadn't mixed up two batches for different games, what do I take him for? On the other toe, Tony Beckwith said Firebird's distributor's had in

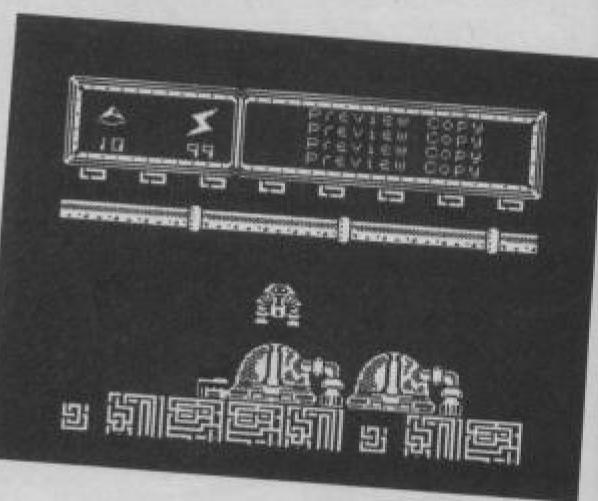


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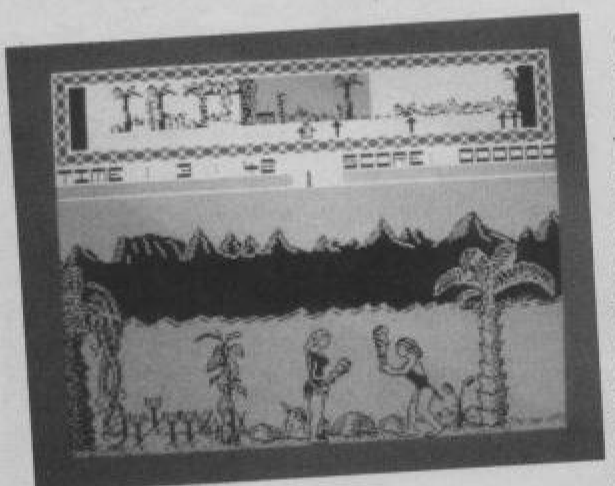


Who are these idiots? And why are they pointing out how strong, soft and very, very long Andrex bog paper is? There's no pulling the kite strings over your eyes. Okay we'll own up — yeah it's the YS team who've been let out to roam the countryside for a day. But just where are they? If you can name the village in the background you'll walk off with a YS goody bag. Answers on pink Andrex toilet paper to Spot The Village, YS, 14 Rathbone Place, London W1P 1DE.



It's all happenin' at Orpheus! *The Young Ones* has finally hit the streets in time for the 'version' of Living Doll by Cliff 'I'm not related to Mike Read' Richard and the rest of the crazy gang. Ber-illiant!

And by the time you read this Orpheus's new game, *Tujad* should be out. TUJAD or rather The Josephson Junction Supercomputer has developed a fault in the Emotion Damper system (brings tears to your eyes this next bit) that leads to the destruction of the reactor. You play GEN 19, a radiation resistant zoid, who's got to enter a reactor where there's been a radiation leak. GEN has to travel around the complex searching for pieces of a circuit board that, once assembled, will disable the main computer and restore it to normality. But, of course it's not that simple — there are 400 screens to explore and a whole bunch of detestable droids to dodge. At least that scumbag Vyvyan doesn't appear. We hope.



If the thought of a group of frenzied savage jungle women wielding clubs, swords and axes turns you on then US Gold's next offering, The Legend Of The Amazon Women is for you. Lady Wilde, on a routine flight through the depths of South America, has survived a terrible crash and has now lost her daughter — it's the sort of thing that happens to everybody — and she's now got to find her. Little does she know there's a tribe of nymphomaniacs lurking in the undergrowth who aren't averse to a bit of grievous bodily violence. Can she find her daughter or is it too late? Talk about blatant sex — it's more like blatant sexism!



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"Ere Cap'n wot's this plug for?" These are the last recorded words before the Titanic had a bit of an argie bargie with an iceberg and sank, never to be seen again. But maybe you can raise her from her watery grave with Activision's new game, *RMS Titanic*. As the owner of The Titanic Salvage Company equipped with an advanced deep water craft you must locate eight buttons hidden on the ship. Each button'll activate a flotation bag and once all eight are activated the Titanic floats majestically to the surface. And the Cap'n's last words? "Don't pull that... glug... glug... glug..."

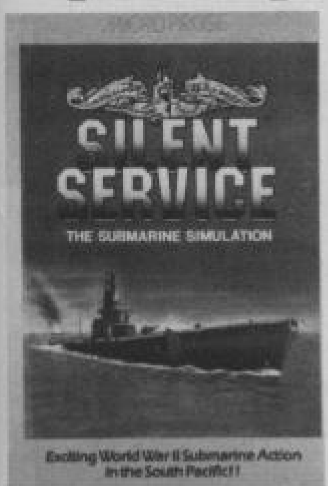


FRONTLINES



HUT... HUT... HUT...
See? Even Siamese twins can play footbawl. If youse like footbawl, real American footbawl dat is, youse'll hafta wait a bit lawnger ta play *Superbowl*. Y'see, when it wuz released, it had some major bugs in it. So, it was pulled down before it even got to da fifteen yard line, and all da copies have bin recalled. Still, da coach at Ocean tells me dat if ya tink you got one of da bugged voisions, send it back to Ocean Software, 6 Central Street, Manchester, M2 5NS, an' they'll fix ya up.

blip...blip...blip...



Schhhhhh! Guess what? Silent Service *is about to be released by Microprose. It's a submarine simulation game that takes place in the South Pacific — the ocean not the musical. Up periscope Cap'n.*

stop press...

Since our hard man Max Phillips (wotchoo lookin' at?) looked at Romantic Robot's hoopy Multiface One in our hardware round-up this issue, those cheeky Robot people have sprouted a new version. In the new box they've put a natty switch circuit which when you flipit makes the box invisible to any soft or hardware. This means the Speccy's favourite peripheral is compatible with even more software than ever before. They seem to have lost the composite monitor socket though. (S'funny, it was here a minute ago!)

You've heard of designer violence (remember Sigue Sigue Sputnik), well now the trend's designer T-shirts — YS style. Yes, here's your chance to be the next Yves Saint Laurent and have your work modelled by the best bodies in the business (well the Ed's actually.) We want you to draw an original design for a T-shirt and the only thing we ask is that it features YS or *Your Sinclair* somewhere on it. Otherwise it can be whatever you like but remember that the best designs are bold, bright and simple — you know, the ones that smack you in the eye from 100 paces. Send your design to Design a T-shirt, YS, 14 Rathbone Place, London W1P 1DE. The winner'll receive a made up T-shirt for their pains plus all the fame and fortune that goes with it. (*Less of the fortune. Ed*) Who knows? Today YS, tomorrow the Paris fashion shows.





T-shirt

Sigue Sigue Sputnik

...acshulfact made a cock-up and put the wrong Lenslok into some copies of Elite. Have an ogle at Letters to find out more.

Not at all put off by this Level 9 is adopting the controversial Lenslok system. But they stress, "to avoid the mistake of one software house *(tactfully not mentioning any names here)* that sent out games with the wrong lenses, Level 9 has printed each lens with the name of its new game."

So much for the scandal, now for the software. First, Real Time Software is planning to release **Starstrike II** on the Spectrum 128 — it'll be faster with much better sound effects. And it's pretty mega already.

Are you sitting comfortably? Then I'll Beyond. Once upon a time a software house called Beyond announced that in future its games would include an audio tape with a narrated story set to music instead of the usual booklet. And all for the same price. A likely story!

Superior Software of BBC fame (the micro not the Corporation) has finally seen sense and decided to move into the far superior Speccy market — look out for new games in August.

Now take your partner by the hand, 'cos weez all gonna jump on the band—wagon, I mean! Bandwagon number one: **Marble Madness.** Melbourne House was in first with **Gyroscope,** but **Spin Dizzy** from Electric Dreams is promised soon. Andrew 'I admit I don't know anything about computers but you didn't have to go and print it' Wright tells me that it features Gerald the upside down triangle. That's enough to put anybody in a whirl. Finally, The Edge is releasing **Bobby Barian** (barbarian, get it?), also 3D, also like **Marble Madness.**

Bandwagon number two: 'black n'blue beltin'. US Gold's new game is based on the arcade hit **Kung Fu Master**. You've got to travel through the wizard's temple to rescue a fair maiden using all your martial artistry to fight off the deadly guardians. Jump on it grasshoppers.

Rumours are flying that we're about to witness the arrival of Howard The Duck of comic strip fame. I've no idea who's releasing it though. He's probably still trapped in a world he never made. Note philosophical statement. Bet you think I'm completely quackers.

In fact, games based on comic strips look like they're going to be the next bandwagon. Virgin is soon to release **Dan Dare.** I say, I say, what happens when DD falls down a hole? I don't know, what does happen when DD falls down a hole? Someone says is dat you Dan Dare? Iss the way I tell 'em. Bug Byte is at the planning stage of a zarjaz new game featuring thrill-merchant **Judge Dredd** — but will it be released before 2000AD?

Another bit of hot gossip from Virgin. It's bought the rights to New Generation Software's back catalogue plus seven new games. Look out for **Cliff Hanger** next month.

And talking of cliff hangers, will I get to the end of the column in time to tell you about the new...

Teresa Maughan

LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS *Badge*

LENSLOKO

Do all you people (Oops, sorry about that) at *YS* need your eyes tested. (Sorry T'zer didn't mean you... kiss, kiss, kiss). (*This is gonna have to stop you know. Ed*) From all the hullabaloo I've been reading in your illustrious mag about the infamous Lenslok system, things must be bad.

Since I received my belated Christmas pressy, a copy of *Art Studio* and being at an age when I should know better (31 to be exact!) I was a bit worried about all the problems other people have had with the system. But, lo and behold, upon using the program I've never been locked out and always get through at the first attempt (touch wood, touch plastic, touch metal, touch silk undies etc etc). And even when I took the program to a friend's to show him how good it was, I still had no problems even though he has a 26 inch telly. What's wrong with the lot of you?

Dennis Hallman
Leytonstone, London

Yes, we're back in the land of Lenslok — and the saga continues. Stranger still, there seems to be some sort of mystical connection between Lenslok and T'zer...

We, of the "Teresa Maughan Appreciation Society (*See what I mean! Ed*) and Amalgamated YS Readers Fan Club" (yes, I'm sorry but it is the right way round), Plymouth Branch, have noticed that some of your readers seem to be having a few problems with the *Elite* Lenslok. It is hoped that the following set of instructions may go some way to solving the problem...

L.F. Potter
Plymouth, Devon

Where do I put my leg? Who do you think I am? Mr Fantastic. Well, okay I am but this would give Houdini a hernia. Even the next reader's gone a bit wonky. . . .

I'm writing in with a piece of advice to any reader having trouble with *Elite*'s Lenslok.
1. It doesn't work on tellies over 18 inches.
2. You don't have to adjust the size of the security picture if you have a 14 inch TV.
3. Don't break your Lenslok — I waited 2½ months for a new one!

Ian Ody
Edinburgh

First it works on big tellies and now it doesn't. Who can you believe? Let's see what's in the next letter...

I got a copy of *Elite* when it first came out and had all the problems. However, six months later a friend of mine (hello Peter) got a copy after I'd warned him not to because of Lenslok and he had no problems.

So, he lent me his lens and it worked. After a phone call to Firebird I explained the fault to Mr Tony Beckwith and he said I had one of the faulty lenses. I posted it back to Firebird and a working Lenslok, a poster and a badge came back. My advice is, get in touch with Firebird.

Suzi Yahn
Dudley, W Midlands

Sound bit of advice that. So we did. Tony from Firebird told us that there had indeed been a few problems with Elite's Lenslok — a master of the understatement is Tony. Each Lenslok has a clear plastic tab on it with either the letter A or B stamped on it. If you're a version A owner you should have no problems. But if you've got a version B it won't work — not surprising really as it's the Lenslok for another game. But if you send it back to Firebird, you'll receive a new Lenslok plus, wait for it, a piece of software for your trouble. If you're still having trouble, Firebird has an updated instruction leaflet that you can send off for. Or see an optician? Though it looks as though it's too late for the next poor soul. Shell-shock...

I'd like to praise the excellent Lenslok system. I recently bought the *Tomahawk* Lenslok and think it's well worth the measly £10 that I paid for it. I'd willingly pay double this amount for such a beautiful piece of plastic, and what's more, there's a free game supplied with it.

Already I can see great uses for the Lenslok, such as bracelets, earrings and two of the plastic wonders can be joined together to make a really triff pair of sunglasses.

Barry Lloyd
Lenslok Appreciation Society, Swaffham

PS Would T'zer like to model my new line in Lenslok bikinis?

In a what? With eyesight like that, it's a wonder you can use Lenslok at all! Ed

THE ONE AND ONLY...

Twenty years ago, four young lads from Wolverhampton got together and formed a group. They had to struggle at first but by the early '70s they were becoming well known around the world, and today they still are. In this country alone they have had 27 top 50 singles, six of them number ones. Over the years they've gained quite a following (*Stray dogs and the like? Ed*) Who could they be, I hear you ask? Why, Slade, of course. (Letters, *YS*). And who am I? Why, the Slade fan. (*Why indeed! Ed*)

And for your information, there are thousands of us worldwide, not just one! Now Ed, you and the gang know all about the Speccy; that's why you produce the best magazine for Speccy owners. So, try and keep your witty (?) replies to readers' letters on the subject of computing, ditto the mag and leave Slade, Iron Maiden and others to the music press.

Bill Scott
Hawick, Roxburghshire

Best place for 'em. I'd even stick them in the trouser press but I doubt if their flares would fit. And as for there being thousands of Slade fans, that's about as likely as Ozzy Osbourne keeping a budgie for anything but breakfast! Bleurgh... Ed

SATISFACTION

Through your magazine I would like to thank Micro-World Computers in Huddersfield. I saw their advert for a repair service in the last issue of *Your Sinclair* and sent them my broken Interface 1 on the strength of it. I then prepared to wait weeks, if not months for its return, but within the same week it came back, fit and healthy once more, with a guarantee for three months.

I think that such speed and efficiency surely deserve a mention.

Richard Corbett
Bristol

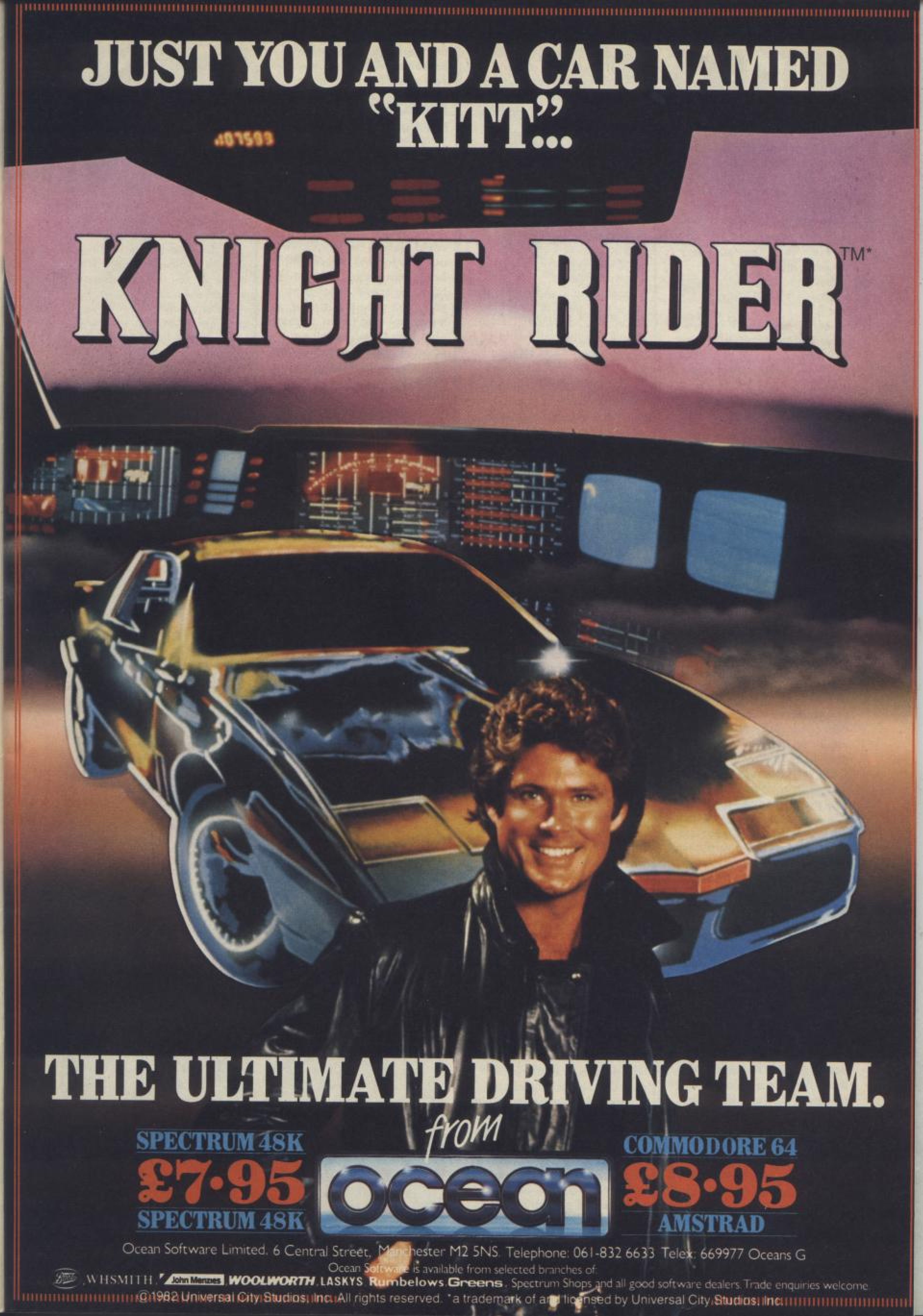
If only the same could be said of all Sinclair repair centres...

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Cartoon capers courtesy of William Thompson from Southport.



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LETTERS

SLOAN RANGER

Now that I've sent my microdrive back to Sinclair twice, I just had to write to you.

The first time I sent it back (in its box) was just before Christmas last year. It came back, minus box, just before the New Year. They said they wouldn't replace it.

Being the New Year, I forgot all about it. Until last month, that is.

I sent it again with a stern letter saying I wanted it repaired and proof of purchase etc. Now it must be repaired, I thought.

I've just received it back today with a letter and a note. The note says it'll cost me £20 to have it repaired (under guarantee!) and just listen to the letter:

'Please find enclosed with this letter your non-Sinclair product.' *Non-Sinclair*! Has Sinclair gone completely potty? They even nicked the top half of the polystyrene.

Sloan Kelly
Girvan, Ayrshire

C'mon, it's an easy mistake to make. After all, you are talking about the man who mistook the C5 for a car. Chortle chortle. ***Ed***

ON THE WARPATH

I'm writing in response to an item called Argy Bargy that appeared in *Frontlines* in the April issue. In it, you make some very biased and churlish comments regarding the new PSS strategy game, *Falklands 82*, even describing it as 'sick'.

I recently bought the game and I've played it several times. I'm a very keen wargame enthusiast and I can't find anything remotely sick in the game. Indeed, it's quite a good, if rather simplistic, representation of the war in the Falklands. What I fail to understand is why this game should be any sicker than any of the other available computer wargames, some of which are truly excellent, such as *Arnhem*, *Desert Rats*, *The Bulge* and so on, and all of which portray actual battles. It seems to me that if you were to take the trouble to examine the game you'd find it very enjoyable.

S. Komor
Penyfai, Bridgend

And, of course, when we did review the game last month we found it both enjoyable and rather good. But a game about the Falklands does pose a few uneasy questions that were touched on in that review and aren't easily answered. I don't know why a game about a recent war feels different from one about Arnhem, but it does. Has anyone got any ideas? ***Ed***

WHAT'S UP MADOC?

In your review of the 128K Speccy you asked for a list of games that crash on the new Spectrum. So far, I've discovered the following:

Elite, Cylu, Match Day, Rambo, Mikie, Confuzion, Spellbound, TLL, Cyclone, Nodes Of Yesod.

According to the leaflet that came with the machine, *Elite, Mikie, Rambo, Nodes Of Yesod, Spellbound* should all be compatible. Rather strange isn't it?

M Madoc-Jones
St Asaph, Clwyd

I presume that the leaflet's referring to the 128K versions of these games, with added sound and in some cases, extra rooms. But as usual I can't check it out 'cos the leaflet's not to be found even after a thorough search of Castle Rathbone. Bet the Bumpry's eaten it. ***Ed***

CORDON BLEURGH!

I walk into John Menzies, see YS 4, pick it up, buy it, exit shop, hop on bike, ride home, enter house, make coffee, read YS pages 3 and 4. What's this I see? Making fun of Blue Peter. How dare you. I mean not many people in the world could make a nuclear bomb out of a loo roll, squeezy bottle and double sided sticky tape (for speed, of course). If you don't print this in your megacool mag (what a creep, eh?) then I'll make you eat some of Simon Groom's home made banana and steak soup (with chips).

Toby Blake
Inverness, Scotland

Yummy, my fave, especially the variation that's left out in the garden for a week and served with a light sprinkling of diced earthworms. And here's one I just happen to have made up before I started the letters page. Oh no, that's the papier maché Blue Peter presenter. Oh well, down the hatch. ***Ed***

SCREAMING YAB DABS

I've just bought *Yabba Dabba Doo* and I've found a colossal bug in the program. To get Wilma to follow you, you have to touch her several times but when she's on the screen with the Dino Hire or the Bronto Gas she's inside the buildings and it's impossible to get your hands on her. And that means you can't finish the game. Is there any way out of the problem other than killing yourself and hoping she doesn't move into these screens?

Scott Foster
Wellingborough, Northants

You are in a bit of Barney Rubble, aren't you. My advice is to get completely Flintstoned and go straight to Bedrock. Anyone got any better ideas? ***Ed***

THE JOY OF STICKS

I feel I must answer Paul Chaney's letter about the joystick review in YS 2. I hated the Formula 2. It was like holding a dead goldfish.

Also, if you look, you'll see that the Formula 1 got eight out of nine hits but the Formula 2 got only six hits. But, if you add the totals they draw with 67 out of 90. And as to holding the Formula 1, I hold it by the middle finger and thumb, so there.

Now to the next bit. Quickshots have almost identical insides to the original Atari joystick. You know the little white plastic ring breaks after a year if you're lucky — sooner if you're not. My mate's been through four Quickshots. They go in one direction sooner or later, usually the left first.

And the Gunshot is just a clone. But have you noticed that almost everybody except Kempston tries to persuade you to buy them. Another friend of mine was told by an assistant in Dixon's West End branch (see, I name names) that Kempston had gone bust and that he ought to buy a Quickshot.

Next bit. Strong arms? It just so happens that I could've been in Commando but I had a cold and Arnie got the part. As for my hands, they have around 13,000 million nerve cells, 60,000 miles of veins, arteries and capillaries connected to them but no hosepipes.

And now the answer to the burning question of the day. A Bumpry is... *a spelling mistake*. It should be a Bumfry — a small furry animal that lives in the mountain regions of Scotland. It is the cuddly version of a Yeti.

Lastly, my life has completely changed since appearing in *Your Sinclair* (see photo).

Noel Wallace
Wandsworth, London

To settle this dispute I have consulted the definitive tome on this matter in the library in Castle Rathbone. The Natural History and Strange Behaviour of Furry Creatures and other Phenomena beginning with the Letter B by the eminent zoologist Herr Doktor Professor Ernst Knocknies of the University of Heineken and translated into the mother tongue by A Lady with a dedication by the explorer Sir Richard Gonfra-Burton to her glorious majesty, Queen Vic (Licensed to sell alcoholic beverages for consumption on the premises). (Damnstadt 1854):

Bumfry (*Bumfrius bumfluffius*) A small furry animal, rarely seen by humans as it is restricted to the remoter regions of the tiny Sporran Isles on the west coast of Scotland.

Bumkin (*Yokellus yokellus*) A country creature often seen propping up farm gates and pub bars. Lives on a diet of straw.

Bumpry (*Bumprius bumprius*) Though related to the genus *Bumfrius*, the Bumpry is in fact a spelling mistake, most often found in computer[1] magazines of the next century.

[1] *For a definition of the word computer please consult my forthcoming volume,* Modern Machines and Mechanical Automata beginning with the letter C.



Continued on Page 3

TRAINSPOTTER AWARD



Time Travel Strip Cartoon Girl — Unexpected Boob

I claim my trainspotter award for noticing the continuity error between issues 3 and 4. In the milliseconds between being spotted and shot at the girl has rapidly gained a pair of trousers! And not before time in a magazine read by impressionable youngsters, as well as myself.

Terry Peters
Newport, Gwent

Sssshhhh. Look, here's your trainspotter award if you promise not to tell everyone about it. Well, how was I to know that when I asked for a strip cartoon, the artist would take me literally. And anyway, if you were being shot at by an eight-foot robot wouldn't you prefer to take it in your strides? Not that I'm letting on that Leta and the strange case of the appearing trousers has anything to do with the comments in the next letter. ***Ed***

Given The Bird

Now I don't want to sound like an old stick in the mud but have you heard of sexism? I'm a 21 year old female computer fan with a 48K and lots of games. I feel that I'm in a bit of a minority because of my age and sex and I appreciate that a lot of what you do is aimed at teenagers.

BUT...

I have to protest at your blatant sexism. It's not entirely the fault of the mag — a lot of software houses seem to think all their characters except those to be wooed or saved must be male. I have great difficulty playing *Hampstead* because I'm supposed to be trying to become a Hampstead man. But the mags should avoid sexism. Your female reviewers are a start but it's not enough. It was the cartoon in the March issue that prompted me to write.

The classic argument against my pleas for equality is that most computer fans are male; I know — the London Computer Show had one woman there — me! I'm sure there are plenty of girls/women who feel left out of things. So, how about it? Two requests. First let's have a bit of equality in the mag. Second, let's have a bit of feedback on this letter from male or female readers.

Sandra Vogel
London

Well, I'd go along with both your requests. Can you imagine what T'zer would do to me if I didn't! But, okay I must admit that at one stage the cartoon did get a bit near the knuckle — and certain other bits of the body. ***Ed***



Tim Travel — there's no future in it.

CHEAP TRICK

I saw to my horror in the April issue that the major software houses don't want budget software games in *their* chart. Why?! Is it because of the recent improvements in the quality of budget software? The game that immediately springs to mind is *Spellbound* which is currently beating such prestigious games as *Elite*.

In my opinion all the games should stay in the one chart even if it does put some of the more expensive games to shame.

Geoff Buckingham
Woolwich, London

Fair enough, but you can see their point of view. If you were one of the great new groups of the Eighties how would you like to appear in the charts alongside that geriatric combo collectively known as Slade? Not that there's much chance of that happening, of course... ***Ed***

128 ACHE

Here's the tale of my 128K Spectrum. I purchased the machine from my local branch of Dixons after the salesman assured me that it was totally compatible with *all* the existing software. What's the point in upgrading to anything else? Nicely packaged. Comes with two free Ocean games. Both load first time. The picture quality is far superior to the 'old' Speccy. The sound is brill, almost like there's someone in the machine with an organ. Now let's try the old faithful 48K games, all of which work okay on my old 48K model with RAM turbo interface, which is recommended for the 128K in their accompanying leaflet.

Ocean's *Match Day*'s the first to be tested. Appears to load okay. Players run out of the tunnel then... CRASH! Eighteen yard areas all over the pitch. Try without the joystick interface. Works okay on keyboard mode. *Frank Bruno's Boxing* next. Oh dear... the ring appears then crashes. Same without the joystick interface. Now I'm getting really concerned. Try all my games. 60% load okay and play with the keyboard and joystick interface. Other 40% either fail to load at all, or crash with joystick interface attached. I decide *Tomahawk* will be the ultimate test. It fails to load in 48K mode, falling over during the first block of program! Is it the tape? Out comes the old faithful. Loads first time.

What about the other peripherals? Timex printer. Okay in 48K mode. Not in 128K mode. Mannesmann Tally MT+ printer with Tasman 'B' interface or ZXLPrint III interfaces. Okay in 48K mode. Not in 128K mode. Microspeech. Useless. Can't even get into 48K mode with it attached. Let's try to be cunning — copy the RAM of the old 48K model and copy it onto the 128K in 48K mode. No, even that didn't work. Out come the monitors, dis-assemblers etc. RAM is different. No instructions on how to use the RAM disk in 128K mode. Let's find the printer buffer in 128K mode. Three days later, I'm still looking. I've taken my machine back and got a refund.

Conclusion If you already own a Speccy and are looking for an upgrade — *Don't buy it!*

K Turnecliff
Stratford-Upon-Avon, Warwickshire

It's always so nice to hear from an unsatisfied customer. Nothing better than a good slagging off to liven up the letters page. Still, it's a bit naughty if there are shops claiming complete compatibility for the new machine but you can't really blame them when Sinclair itself was maintaining the same line until a few weeks ago. ***Ed***

WAFA'N'STRAYS

I don't know whether to address this letter to *Letters* or *Hard Facts* since it's (yet another) complaint.

Why is it that microdrive owners can fork out the Nelson Eddies and buy a flashy box to keep their cartridges in while I have to make do with a plastic box that those Ferrari chocolates come in — you know, those fancy round ones wrapped in gold foil.

I know that it's just the right size, holds fourteen Wafas and even keeps them in three different partitioned parts — arcade, adventure and a small utilities partition. And because it's transparent, you can mark the side of the Wafa with an identification label so that you can find the one you want without opening the lid of the box!

BUT — it's inexpensive, readily available (after Christmas — mum's/dad's/sister's/brother's/girl/boyfriend's *(Ed's? Ed)* present) as well as compact, stackable and prevents the disposal of unre-cyclable waste.

Equal rights for Wafadrive owners!

Kevin Gregory
Arborfield, Berks

The social stigma of it all. Bang goes the chance of cucumber sarnies with Her Maj and you'll probably be drummed out of the Brownies for this. ***Ed.*** *Why is my auntie a biscuit? Because she's been a Wafa so long!*
Troubleshootin' Pete

CHEAP AT TWICE PRICE

Who else spotted the subtle change in the price of *Your Sinclair*? Instead of costing 95p it now costs *only* 95p!

Hmmm... even more reasonable I think.

Stephen Vysny
St Andrews

Should jolly well think so too. I mean, do you know how much creative effort goes into writing words like 'only'? ***Ed***

LETTERS

SOMETHING'S BRUIJN

I have a question for you (one of you). Which editor writes all the silly comments? When I look at the list on the last page of your mag, which is almost as long as the 9.09 inter-city Amsterdam-Paris train, I see thousands and thousands of editors. I wonder what these people are doing all day — though I realise that calling yourself editor is a good way to push up your pay.
M de Bruijn
Rotter*(Too right you are. Ed)***dam, The Netherlands**

Look here, it's me that does all the work round here while the others swan around trying to stay awake. ***Prod Ed.*** *Huh, I'd like to see what'd happen to all those words without my artwork. Not that it'd be such a bad thing if we lost a few here and...* ***Art Ed.*** *Like yours for a start — get back to your paintbox. If it weren't for me this mag would grind to a halt.* ***Dep Ed.*** *Zzzzzzzzzzz.* ***Ed***

APRIL SHOWER

In YS 4 you reviewed a program called *Arcade Dream* by Generation 4. Please could you send me their address so I can order a copy.
Gavin Mills
Wetherby, W Yorks

Nope. And by now you'll know why not. But just so you don't feel a complete and utter twerp (not that I'm suggesting you should of course — well, not much), you'll be pleased to know that you weren't alone. There's our next reader and his mates, plus the distributor who rang up because he'd been plagued by calls and wanted to sell the program, plus the twenty-six complaints received by the Citizen's Advice Bureau in Manchester, plus the hundreds of calls that drove our Stella on the switchboard crazy...

A couple of my friends and I have a number of games designers but we've found them hard to master and too limiting. Then with great excitement we read through April's issue of YS with the review of a new game designer called *Arcade Dream*. It looks like our dream has come true. But before we go and spend our money, can you please send us more details and a copy of the games you created. If this isn't possible, perhaps you could do a Digi'T'ape compilation of them.
M Bridges
Sittingbourne, Kent

Hang on a minute, I must be potty. (Finally realisation dawns! ***T.P.****) Arcade Dream could've been a real winner...*

Okay, so I fell for it. Martin the Mug reads the review of a fantastic new games designer in the April issue. Great, he thinks, must find out the address of Generation 4. So, Martin the Mug dives for the nearest phone and rings YS.

"Hello, is that YS?"

"Yes"

"Have you got a phone number for Generation 4?"

"Oh, that was an April Fool."

"Sorry?"

"The review was an April Fool."

"You're joking"

"No I'm not, but don't worry, you're not the only one."

One extremely embarrassed Martin the Mug quickly puts the phone down.

Well done YS. I suppose it was just too good to be true!
Martin Dolphin
Fulwood, Preston

If only we'd had the foresight to collect some cash for it...

I was very impressed with your Scoop review of *Arcade Dream*. In fact, I was so impressed that I decided to buy it as soon as it came out and also buy a mouse. As I program in machine code I could see what a tremendous feat the production of such a versatile program was — the fact that it could stimulate a *Tomahawk*-type game alone was brilliant considering it took Digital Integration eighteen months!

However, a few features struck me as being odd; how could a complex game in Gargoyle-style take eighteen minutes to make? Why was the version number so strange? Why did they have the special effects? How could all the game types be stored in 48K etc etc.

On the eve of buying a mouse I had another think. Then something clicked. They wouldn't, would they? In the index you put emphasis on the fact that the game was an April game. On closer inspection, the version number of 0.10486 was like 01/04/86 which just happens to be April Fool's Day! And, funnily enough, one of the reviewers was Esther Monday which sounds awfully like Easter Monday which just happens to be the day before April Fool's Day.

I had been conned by Your Sinclair and it nearly cost me £70. It was certainly a disappointment.
Ghem Aquairyack
Golders Green, London

One small point, hate to mention it really, but we don't have a product!
Troubleshootin' Pete

Well done! Great April Fool joke — but it was too easy to tell that it was an April Fool. It looked quite real, thanks to the hard work of someone (*Me! T.P.*) designing the game and development 'screens', but I was immediately put on 'Joke Alert' on seeing the programmer "Mat Schmidt" credited. (Sprechen Sie Deutsch, Matthew Smith?)
Mark Smith
Cannock, Staffs
PS Gollum was... he was... sorry — I can't remember...

Details, details. A hundred thousand copies at £14.95 a throw, that's... wahay...

Nice try sunshine, but it doesn't wash! What's that? Scoop, eh! Dream come true, eh! Who are you trying to kid? A new package that comes out in April. Article written by Easter Monday, sorry Esther. Nice try at an April Fool but not subtle enough. Programmed by Mat Schmidt, sure it was, Messer Schmidt more like.
Ernie Hayward
Cardiff

A month from now I could be sitting round a pool in Rio sipping tequilas wiv me old mate Ronnie...

You can't fool me, you know! I'm your only intelligent (well, intelligentish) reader. I spotted the April Fool and no it wasn't Troubleshootin' Pete.

It was a dead giveaway if you ask me (which I know you didn't). An April release... Generation 4 (come on, what's the fourth month? What an Anorak!)... version 0.10486 (April 1st 1986)... Esther Monday (Easter Monday?)...

But you really gave it away with the title *Arcade Dream*. If you rearrange the letters, add some and take some away, the resulting phrase is April Fool. Bet I was the only one to spot that! (*As it 'appens, yes! Ed*).

It's a great mag, so keep it up and ignore my dad if he says that it's a comic. I'll have to stop now, as my knees are getting sore!
Splot Nitbum alias Mark Lambert
Chester-le-Street, Co. Durham

April Fool? What April Fool. Look out next month for details of where to send your cheques... ***Ed***

SMALL PRINT

Can you tell Dave Underhill to stop calling your mag "fairly rapid" — it means triffic!
Sudhir Raval
Ashton-under-Lyne, Lancs

Certainly not. You carry on, Dave. ***Ed***

Guess what, the other night I was watching *Chance In A Million* on my black and white portable TV when way down the credits I noticed the name Peter Shaw. It couldn't by any chance be the one and only T.P.?
Ian Heald
Yarm, Cleveland

Troubleshootin' Pete on the telly? Now that would be a chance in a million. ***Ed***

How old Teresa Maughan?
Laup Tnac *(Are you a bit backward or summat? Ed)*
Ferryhill, Co Durham

Old Teresa Maughan fine, how you? ***T'zer***

My dad says, "Please perpetuate your paranthetic predilection"
Rough translation — keep on using the brackets!
Andrew D Ray
Maidstone, Kent

Please apprise your pater that I applaud his syntactical sesquipedalianism. Rough translation — (((((()))))! Ed

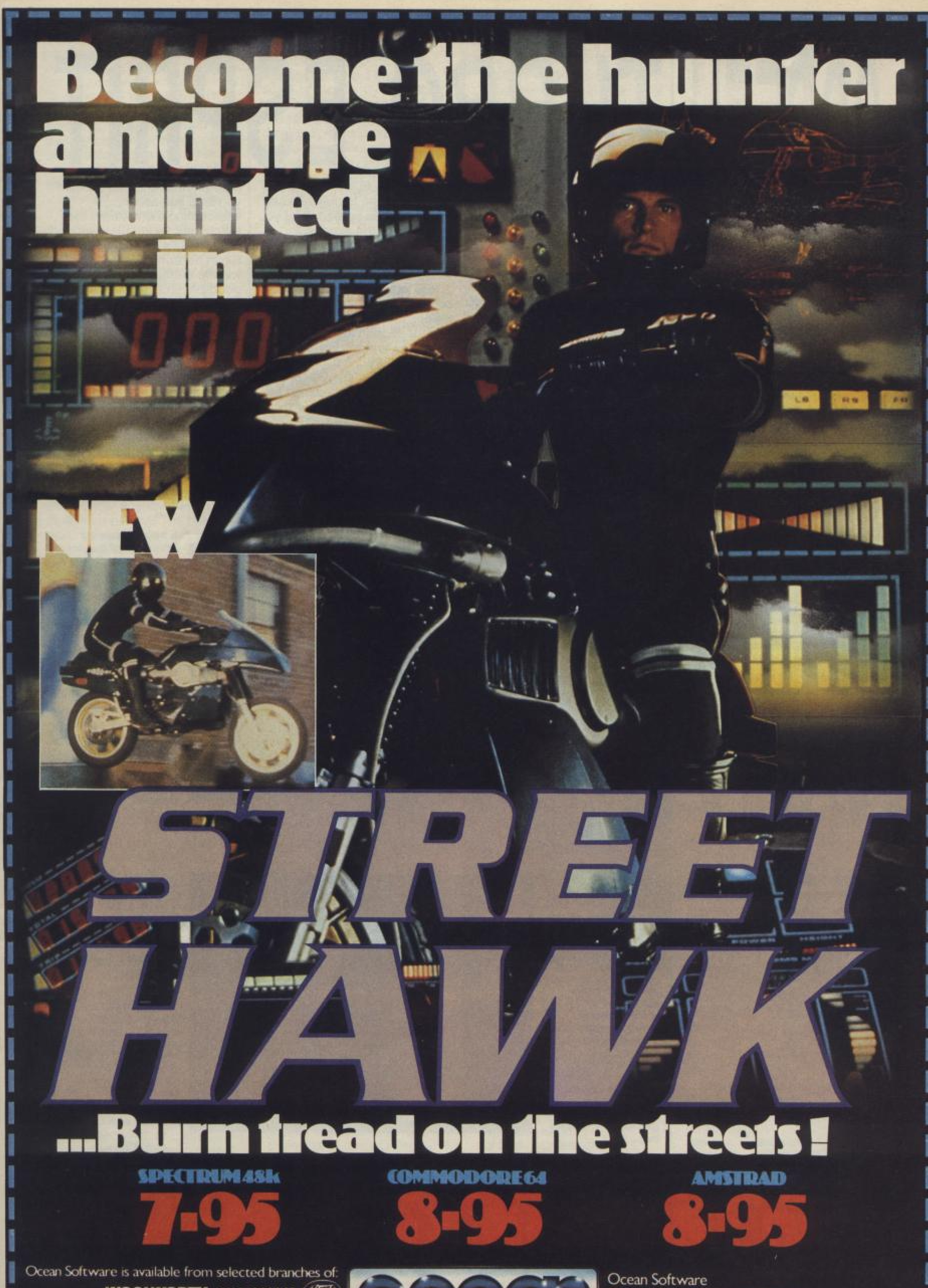
Does Rampack wobble ruin your eyesight?
David Wilson
Peterborough, Cambs

I'd be able to tell you if I could see my Speccy. ***T.P.***

I had a great deal of fun with my cut out Trainspotter in *YS 4*. Unfortunately, I have an IQ of 4 and cut his arm off! What I'd like to know though, is how did you know I look like that?
Stephen Knight

Well, we did say it was just a bit of 'armless fun. And for those of you who want to see what Stephen looks like with his clothes on, here's a trainspotter that we've already prepared. ***Ed***





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SCREEN SHOTS

You can't keep good gamesplayers down — *Max Phillips, Rachel J Smith, Gwyn Hughes, Rick Robson, Luke C* and *Phil South* make up the *YS* review team.

TURBO ESPRIT

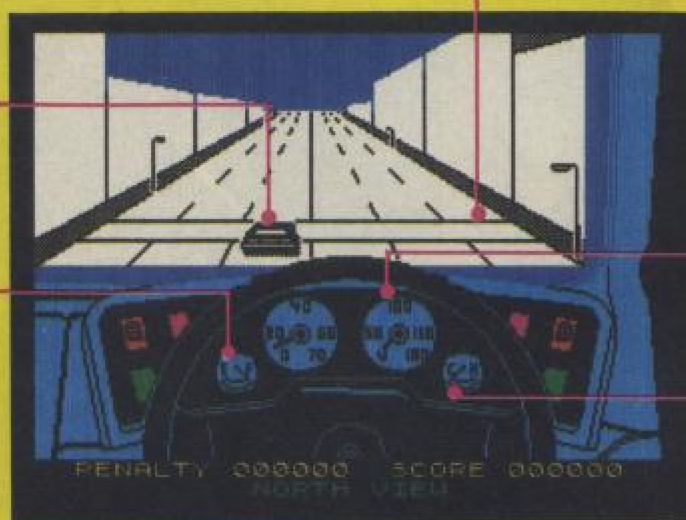
Durell/£8.95

Rachael I was cruising North View looking for trouble when the message came — "Armoured car seen on E 17". I glanced at the map and saw that a right turn would take me one street south of the drop. I glided across the lanes and prepared for the turn. The lights changed — I revved the engine and let go, hurled back by the acceleration of my Lotus Turbo Esprit...!

This sort of amiably silly plot makes good movie and TV thrillers and now it's made a great computer game. Let's face it, if you're tailing drug dealers through crowded city streets, a flashy sports car hardly helps you fade into the background. But as a hero you have an image to maintain and your boss has agreed to let you have four of the expensive autos in case you crash one. He's also given you a useful map which unlike the average A to Z indicates both your position and that of the drug barons too.

Your mission is this: the drugs are brought into the city in an armoured vehicle and soon after, four smugglers' cars drive in to rendezvous at the drop (dontcha love all this criminal slang? I've seen *French Connection* too, you know!). At this stage you have to keep out of sight or you'll scare them off. Then the drugs are handed over to one dealer after another and that's where you leap into action, intercepting them before they reach their secret hideaways. After that it's time to pick up Mr Big in his armoured jalopy and win the eternal thanks of all good citizens. But be warned, there are hit cars riding shotgun who will try to ram you off the road.

Jamming all this into a standard size Spectrum has led Durell to a novel solution. The lower part of the screen shows your dashboard and vital instruments but the windscreen doesn't provide a true Pit Stop view because your car actually appears in front of you. This means that turns into new streets are



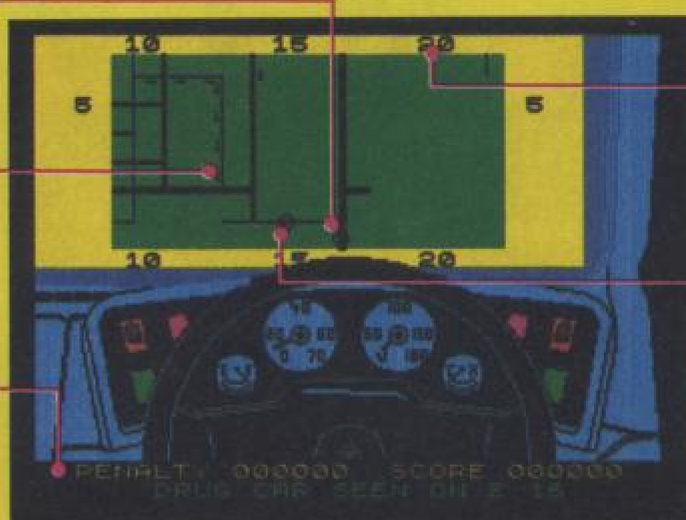
Wow, your Turbot Esprit — something fishy about the name but not the car! It's a sleek, all black job, more macho than a mini and faster than a Ford.

Fuel consumption on this mission isn't for the budget conscious. In fact you could double petrol company profits so keep an eye on this gauge.

Is that an antelope or a zebra crossing? Everyone knows cities are made for cars, not pedestrians. You'll find that there are also road works to get in your way.

Speeds like these are hardly safe for city driving even along the straight freeways. Be careful you don't run into the back of some snail paced Sunday driver!

Engine temperature is well regulated unless you take too much damage — but the thrill of the chase should raise your blood pressure!



Here you are on your radar assisted map. Scrolling it will show you where your main targets are but don't dawdle — they won't wait for you.

The arrows indicate a one way street and it's worth getting to know the street plan because there's nothing more embarrassing than screeching round a corner to face a solid line of cars!

As well as scoring for saving the city from the drug barons and losing points for wasting innocent bystanders, you'll get information from base here.

The grid references tie in with the messages, so that N17 would be the 17th street running North, not a London postal district.

Though it may look like a squashed fly on your map, this is in fact the local petrol station. Sadly it doesn't tell you whether they've got that offer on the mugs that you were collecting.

YOUR SINCLAIR MEGAGAME

achieved with a flipping of screens rather than a continuous perspective view. It all works well though and the 3D graphics are reasonably smooth and fairly crowded with pedestrians, other road users, zebra crossings and the like.

The controls are admirably simple too, Joystick or keys accelerate and decelerate with a maximum speed of 150 mph and an automatic gearbox. Left and right alone shift lane in the direction chosen but with fire they actually turn the car for changing streets. This calls for a little skill, particularly at high speeds, if you don't want to drive into a wall, but there's a Learner mode for everybody who thinks BSM stands for Be-like Steve McQueen!

Pressing fire alone activates your gun and you can always blast away at the enemy though you'll gain more points for ramming them or driving them into a cul-de-sac and forcing them to surrender. This is the only way to stop the delivery car anyhow because of its armour plating. The only other control is M to call up the map, which shows the city chosen from the four initially offered (choosing a new one unfortunately calls for a re-load) and can be scrolled to locate the position of the dealers in relation to you. Further help is from messages which appear at the bottom of the screen to keep you in touch with pursuing hit cars and the like. These hired assassins are great fun, suddenly zooming up from behind and delivering a broadside — real car chase stuff. They are purple while the supply car is red and the delivery cars are blue. All other vehicles are black, yourself included, which can cause slight problems if you round a corner into a crowded street — just which one are you?

The only other thing to watch out for is fuel consumption. Nothing makes a hero look less heroic than grinding to a halt with an empty tank. There are various garages around town to provide refills assuming you can reach the pavement next to one in time.

The great thing about *Turbo Esprit* is that it plays so smoothly that you're never left searching for the key to do something vital. In fact, it should become as effortless as driving a real car. The plot is classic chase stuff too and quickly becomes involving. It's a novel game which works well and anybody who has ever thrilled to Clint Eastwood, Gene Hackman or our very own T'zer McQueen's driving will want a go.

Graphics
Playability
Value for Money
Addictiveness
9

WHO DARES WINS II

Alligata/£7.95

Phil It was with great anticipation and a jingoistic spark of glee in my eye that I unwrapped and loaded *Who Dares Wins II*. I'm a sadistic devil-may-care mercenary at heart, so the thought of blasting my way through the slavering hordes of the Armies Of Death on a suicide mission filled me with warped joy.

Oh dear! What happened? Was I gripped? Was I drowned in cold sweat? Was I in fear for my life? In the words of Big John Wayne (or even small Lewis Collins), 'The Hell I Was!'

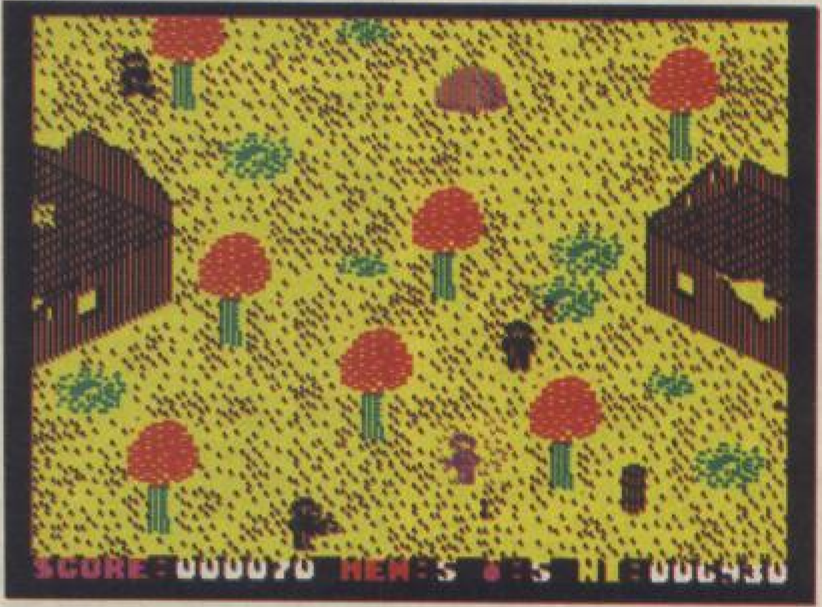
Here we have a conversion of a game designed for another computer, and not a tewwibly tewwiffic one at that. The sprites are flickery, the controls respond with the urgency and vigour of a sloth doing his tax return. In short, I was bored. It was far easier to run through the enemy onto the next screen than to ratty-tat them with my pixel-spitting machine gun. Every now and then I'd lob all my grenades by accident, due to the fact that the lobbing control is the same key as the trigger of my shooting iron. Frustrating, eh?

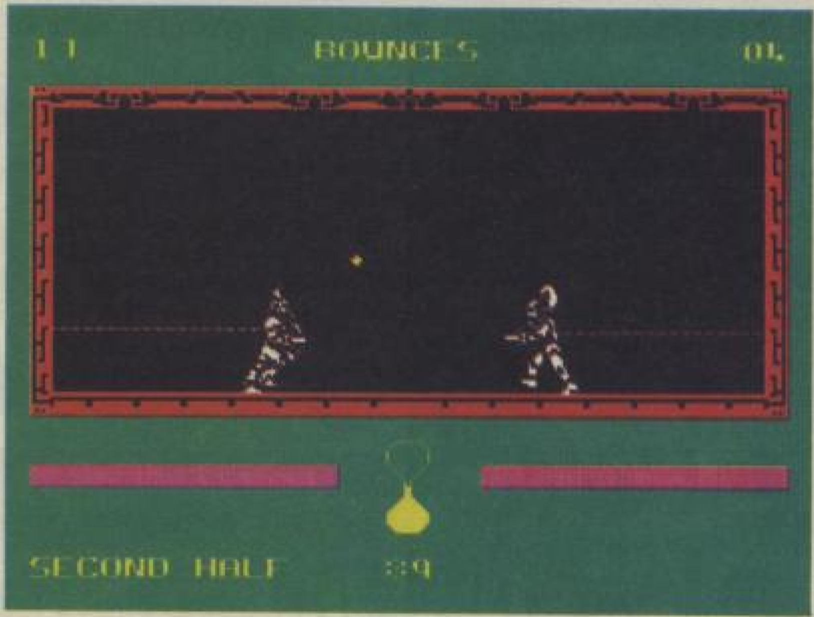
How is it that a game like *Rambo* can be quite well put together, and yet this has all the hallmarks of haste and compromise. Sure, it plays okay, but it looks naff. How can I possibly be gripped and sent on flights of blood-letting fancy if the mean and dangerous character I'm controlling looks like a wind-up soldier?

The joystick control seems to be non-existant — none of my joystick interfaces would work with the game.

So, what can I say after this torrent of criticism, except perhaps suggest a new title for the game. Who Dares Yawns?

Graphics
Playability
Value for Money
Addictiveness
5





Beyond/£9.95

Rick It's that daft time of year when good money's thrown away on trite ideas based on tried and trusted trashy formulae in the hope that poor Joe Soap Public will lash out with the spondulics. But what has the Eurovision Song Contest got to do with this game I hear you ask? The two main characters are tied up like 'Puppets on a string', one of whom is bound to meet his 'Waterloo' — and you might want to 'Boom-Bang-a-Bang' with someone's head for coming up with this load of round bouncy things.

The 'idea' of the game is that two warriors who're tied to big elastic bands must kill each other by catching a ball that ricochets around the room. They fire it at each other or engage in hand to hand combat. It takes real skill to avoid the ricochets, catch the ball and hurl it at your opponent without backing into a wall and falling over. You can jump and duck (a teensy bit) or go back and forth. Otherwise you've the manoeuvrability of an Arsenal forward with his legs tied together (which is more, I might add, than when they're not).

Yes, there's a vague suggestion of Mad Maxish gladiatorial warriors tied to what looks like extending dog leads and fighting to the death. Yes, there's a hint of Roller Ball as the projectile whizzes around and gets shot into the arena at different angles and speeds. And there's no little skill required to catch the ball in the first place. But the premise of the game goes back to the dinosaur days of the first computer squash games. And what a wimp title! 'Bounces'! Why not call it what there's loads of in the game and what everyone will be saying after they've played it. 'Balls!'.

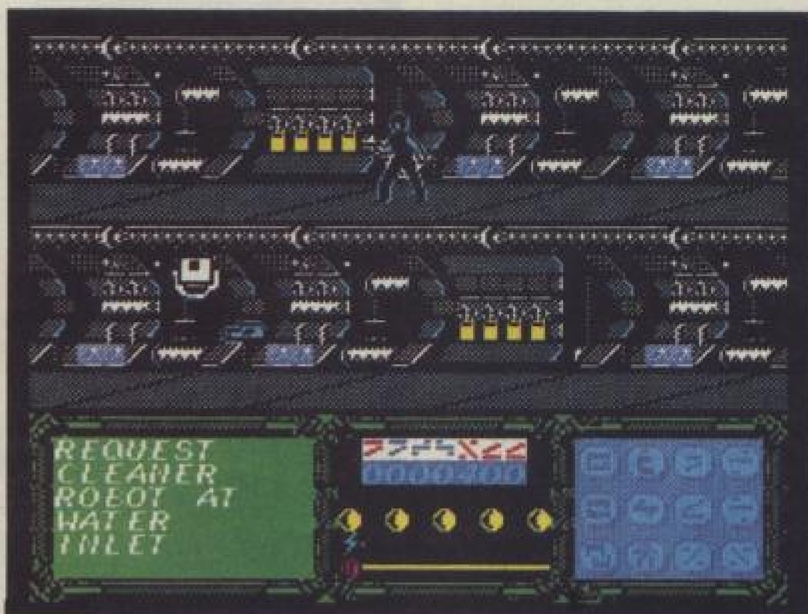
As they say in the Euro Compo — "Beyond — 0 points". Still, it takes the heat off Norway.

Graphics
Playability
Value for Money
Addictiveness
4

BOUNCES

V





Ocean/£7.95

Rachael 'Lo there, lizard lovers, and at long last a big *V* to you all. Yes, the game of the schlock sci-fi show — the series that made Dr Who look sophisticated — has arrived. You play Michael Donovan, last hope of the earth. Your mission is to enter the vast visitors' space ship, plant explosives in key places and bail out before they explode (even Donovan isn't so dumb as to hang around when the whole place is about to blow). It sounds like an impossible mission... it also looks like an *Impossible Mission*. But you wouldn't let that stand in the way of saving the earth, would you?

The ship itself is vast which is going to provide one of your main problems. It's a maze of long corridors, blocked by security doors and bulkheads, and linked vertically by transporter lifts. To add to the fun there are also five levels and the doors linking these are rather less frequent, so you'll spend an unbelievable amount of time racing around just trying to locate the Water Inlet, the Air Purification Plant, the Central Computer, Nuclear Reactor and Docking Hangar — your targets.

The other major hassle en route to success is the fact that the lizards don't speak English, or anything like it. Even their number system is base six. All of which means that the Communiputer display at the bottom of the screen is of very little use until you've had time to do some decoding. Then you can work out which button is for security access codes and how it works; which one provides location information, that you'll need for mapping the ship, and which one is for priming a bomb.

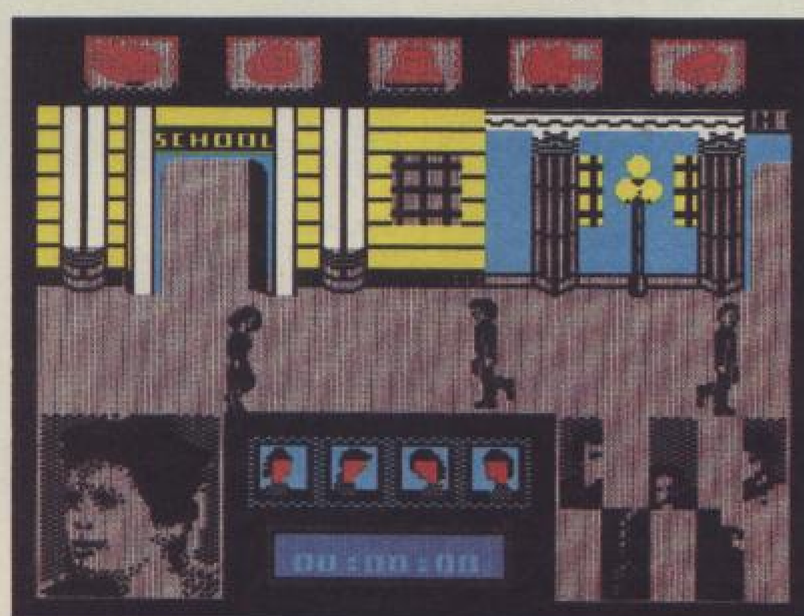
The android patrols pale into insignificance after that. There are four types — Security robots are more deadly than Maintenance ones — though it would be wise to avoid them all because any sort of contact damages Donovan's heart, which then takes time to recover. Our hero runs athletically and performs the most spectacular forward rolls — hence the feeling of déja vu concerning *Impossible Mission*. Time your roll right and you should be able to leap over the Maintenance robots. There's also a laser to deal with Security droids, though its charge is severely limited.

With its constant electronic beeping and long, dully mechanical corridors, *V* successfully instils an atmosphere of panic. A feeling that's helped by the sparse nature of the instructions — nothing here to help you too much, and if I were you I'd consult the preview that we carried back in Issue 3 for further playing hints. It's sure to keep Hack Free Zone busy for a while because mere blasting won't get you anywhere without brainpower.

My one real worry is that the game is a little too big for its own good, and though there's a Pause facility there's no Save game option. I found I was chasing all over the place and apparently achieving very little, story of my life really. Then again, I suspect further play will reveal greater subtleties in what is very much a voyage of discovery in an alien environment.

Graphics
Playability
Value for Money
Addictiveness
8

BACK TO THE FUTURE



Electric Dreams/£9.95

Max Back to the Future? Back to the 1K ZX81 more like. Imagine an arcade/adventure with five locations, five objects and, yes, five interactive characters. How do they get it to fit in 48K? What's it stuffed with? However, this game is a little different.

As the super skateboarding all-American teenager who's suddenly jetted back 30 years in a souped-up De Lorean, you've got to wander round and persuade your parents to fall in love before it's too late — a job made harder 'cos Lorraine-the-sprite looks just like Maria out of *JSW*. Just like the film, your family photo fades away on-screen as time runs out.

To help you, there are five objects scattered around the set that will attract, repel or stun the other characters. By using the objects you can get George and Lorraine together (aaarh!) and keep the dotty Prof and bully Biff out of the way. But be warned, characters have minds of their own and it'll take a lot of running around to get to the gooey bits.

Not a bad conversion of the plot. Nice to see an original game concept. It may even be very clever. But I can't say it's very much fun to play. For the money, I could get a decent poster and go see the film again ... twice!

But if the game fails to capture the spirit of a film that deserved fifty more Oscars than *Out Of Africa*, at least it's got the essence of the De Lorean sports car just right. Although *Back To The Future* is very different, it's poorly designed, put together in a rush and not a little overpriced. The game is like the car — a non-starter.

Graphics
Playability
Value for Money
Addictiveness
4

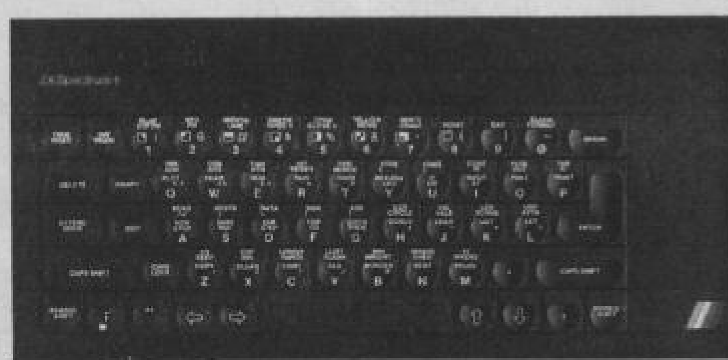
SPOT THE DELIBERATE MISTAKE



This Spectrum uses ZX Basic with . . .

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Clue



This Spectrum uses *YS* MegaBasic.

YS MEGABASIC

YS MegaBasic is only available direct from the *Your Sinclair* Mail Order department. It comes on cassette complete with 30 page manual and is fully microdrive compatible. To order, complete this coupon and mail it with a cheque or postal order for £7.95, payable to Sportscene Specialist Press, to *YS MEGABASIC* OFFER, PO BOX 320, LONDON N21 2NB.

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Chat 'n' Stats by Steve Colwill.

Chart Chat 6

Last month's number one *Movie* has been knocked off its director's chair by those rowdy soccer hooligans at Virgin. *FA Cup Football* comes straight into the top spot. Other new entries this month include *Skyfox* from Ariolasoft, the small, but perfectly-formed *Incredible Shrinking Fireman* from Mastertronic and *Vectron 3D* from Firebird.

The only climber this month is *Hypersports*. Imagine's sports game is undergoing something of a revival at the moment. After dropping out of the Top Ten all together, it's now sprinting back up the charts — from 10 last month up to 6 this.

Gun-totin', rocket-launchin', muscle-flexin', lip-smackin' (*Smack!* Ouch, that's my lip) *Rambo* drops out of the chart this month along with *Yie Ar Kung Fu*. In fact, this is the first month for yonks that we haven't had a martial arts title in the chart. How long before some enterprising soul releases *Crunching Splat Of The Dragon's Fist 3*?

This Month's Top Ten Titles

Position	Last month	Weeks in Chart	• Title/Publisher
1	—	2	• **FA Cup Football**/Virgin
2	1	5	• **Movie**/Imagine
3	—	2	• **Skyfox**/Ariolasoft
4	2	5	• **Barry McGuigan World Champions**/Activision
5	—	1	• **Incredible Shrinking Fireman**/Mastertronic
6	10	12	• **Hypersports**/Imagine
7	4	11	• **Winter Games**/US Gold
8	3	10	• **Spellbound**/Mastertronic
9	—	1	• **Vectron 3D**/Firebird
10	6	15	• **Commando**/Elite

12 Months Ago

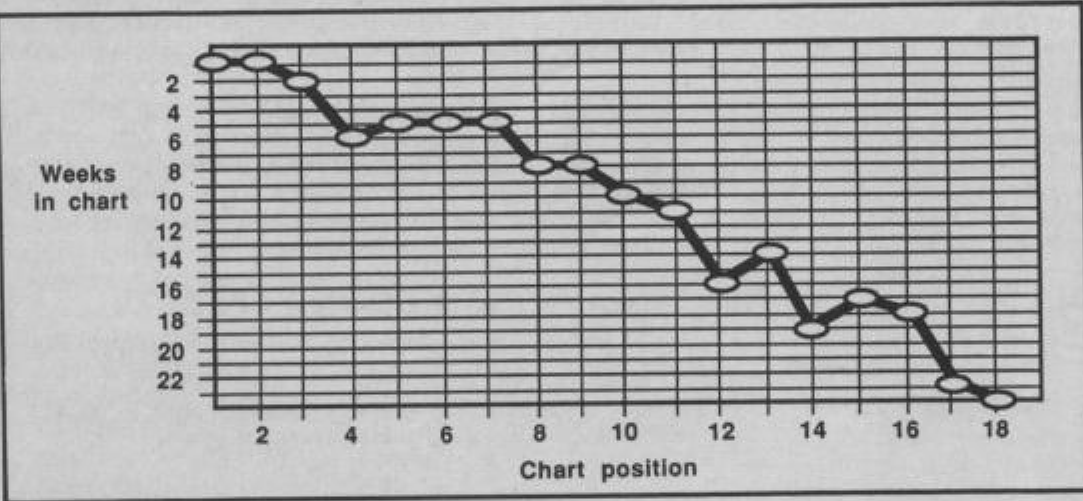
Position	• Title/Publisher
1	• **Alien 8/** Ultimate
2	• **Ghostbusters/** Activision
3	• **Raid Over Moscow/** US Gold
4	• **Technician Ted/** Hewson
5	• **Brian Bloodaxe/** Edge
6	• **Matchday/** Ocean
7	• **Monty Is Innocent/** Gremlin Graphics
8	• **Daley Thomson's Decathlon/** Ocean
9	• **Zaxxon/** US Gold
10	• **Softaid/** Softaid

18 Months Ago

Position	• Title/Publisher
1	• **Daley Thompson's Decathlon/** Ocean
2	• **Sherlock/** Melbourne House
3	• **Beach Head/** US Gold
4	• **Monty Mole** Gremlin
5	• **Kokotoni Wilf/** Elite
6	• **Full Throttle/** Micromega
7	• **Sabre Wulf/** Ultimate
8	• **Match Point/** Psion
9	• **Lords of Midnight/** Beyond
10	• **Jet Set Willy/** Software Projects

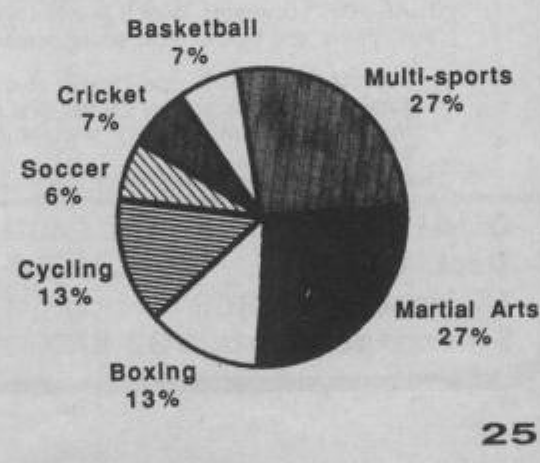
Chart Elitism?

Firebird's best seller *Elite* has been around the charts for eighteen weeks now. It zoomed in at number 1, but stayed there only two weeks — surprising really for the game that came out tops in the Mega Game Challenge. Could this have had anything to do with initial Lenslok problems? It's still bubbling under the top twenty, a good track record for a strong game.



The Game's Up

Looking back over the last six month's charts, we can tot up the different sports that've been immortalised in bits and bytes. Multi-sports like *Winter Games* tie with the martial arts, each having the most titles. But isn't it odd that mainstream sports like footie and cricket are less well represented than cycling and boxing?



This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Mark Salmon on 01-631 1433 — we'll send a copy every week.

30 GAMES

Argus/£9.95

Gwyn This, as the truth-seeking T'zer revealed last month, is the package that Argus claims provides better value than the charity compilations, *Softaid* and *Off the Hook*. Now it's my turn to have a go because *30 Games* does not necessarily mean 30 games that you'd actually want to play!

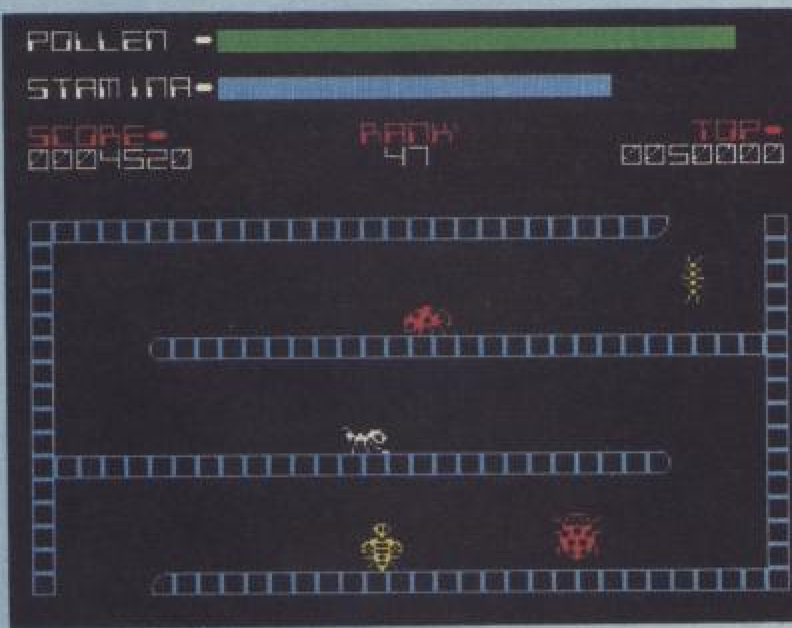
Let's start with the programs that originally appeared on tape magazines — you know, those things that fall off the newsagent's shelves when you reach for your copy of your favourite monthly (no — not *Men Only*!). I counted eleven of these — over a third of the line-up gone — including such goodies as *Battleships* and Basic arcade games that you can break into and list — or more likely New ! There are a few strategy games and even a computerised Rubik's cube by a name not unknown to readers of this magazine — but don't worry, lolo, your secret's safe with us.

On top of this add the geriatric arcade.... classics are we supposed to call them ? *The Meteors* is a reasonable version but even back in the mists of prehistory, Quicksilva's *Space Invaders* ... sorry, *Intruders*, wasn't a favourite. And what's this raising its hairy head? *Gridrunner* is a Jeff Minter rave from the grave — okay, go easy on the rave perhaps, but at least you don't have to ingest large amounts of suspicious substances to understand it !

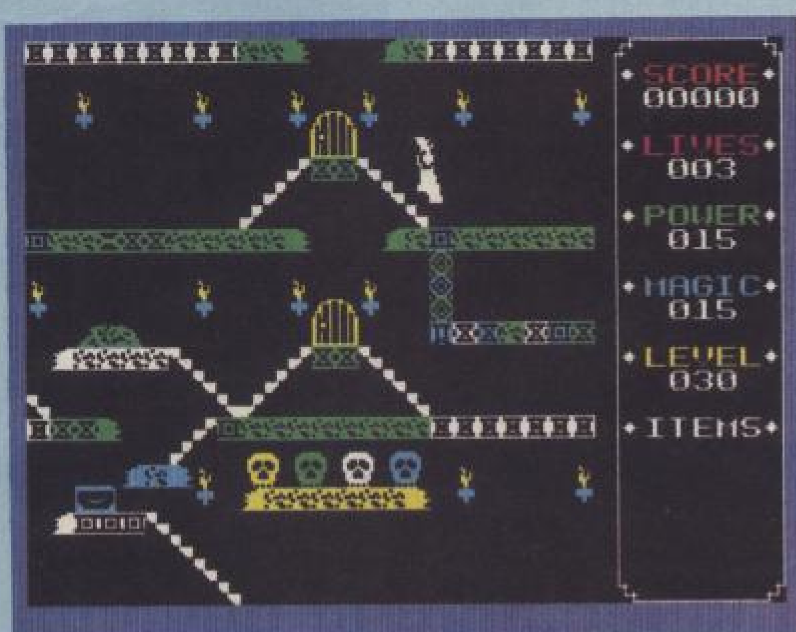
This means that programs you'd want to play more than once are getting thin on the ground. However, there's at least one per side and you might, therefore, be persuaded that the package is worth having. After all, you may suddenly succumb to a strange desire to play *Jet Set Gertie* all night — though I doubt it! Instead, decide whether you want the four or five non-naff offerings and settle for the others as disposable extras. Even though the thirty are spread across four sides, be prepared for lots of tape searching unless your recorder has a counter!

It's obviously difficult to provide ratings for a compilation so take the following figures with a pinch of salt. More importantly, remember that a bargain stops being a bargain when you have to take the dross with the gold.

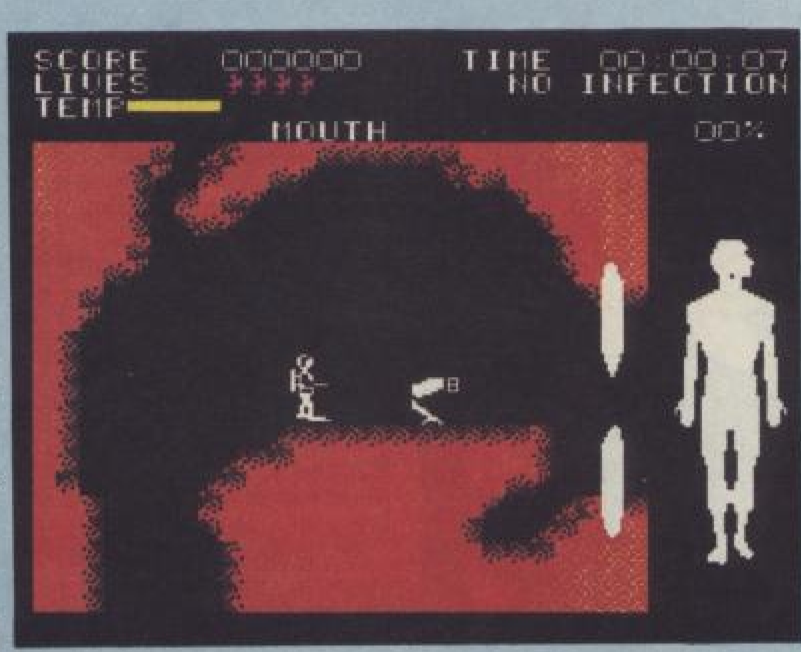
Graphics
Playability
Value for Money
Addictiveness
7



Antics:
A decidedly good though simple arcade maze game here with lots to dodge and secret routes to discover. It was a sequel to *The Birds And The Bees* and though it's fairly unsophisticated by today's standards it's also quite fun.



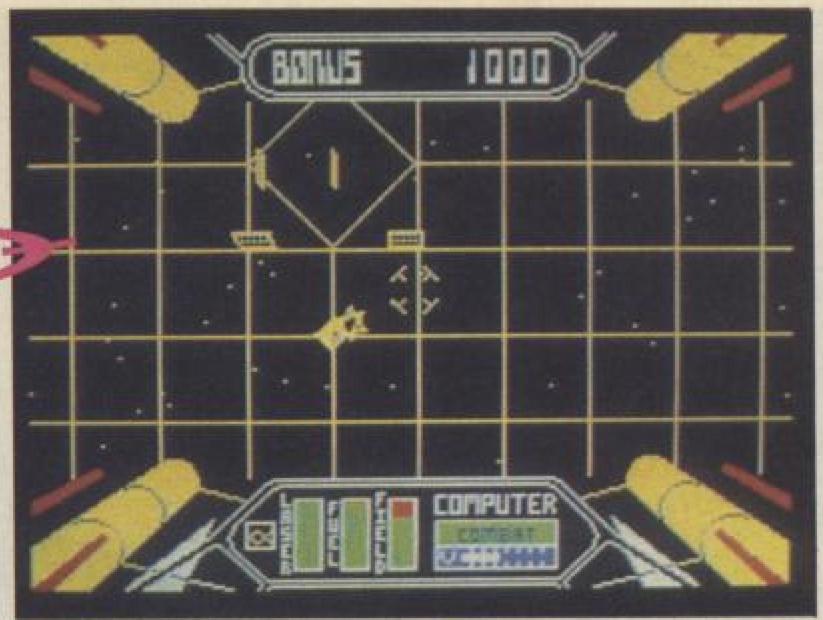
Mighty Magus:
Platforms and ladders of the mystical kind and only just over a year old. The maze remakes itself each time and includes some very nasty traps to watch out for. Not a favourite at the time of its release but one of the best of the thirty.



Blood 'n' Guts:
Originally entitled *Fantastic Voyage*, this is probably the star program here. It's not quite platforms because you'll spend all your time standing on the squishy bits of human innards. Fantastic graphics mark it out and it's still a lot of fun to play if you like games in this vein.

STARSTRIKE II

HOT SHOT



Defence fields are forcefields which surround every Outsider planet. You have to steer through the small opening that's heavily guarded by enemy ships. Care is needed to avoid the starshaped mines and moving gates as you must conserve your protective forcefield if you want to live to see the end of the mission.

Real Time Software/£7.95

Phil There are precious little surprises left in the computer world these days. Many a jobbing reviewer like me gets to see so many games that are just ho-hum that when you finally do see something that seems amazing, you start looking for flaws in it immediately.

Starstrike II was described as an *Elite* type game, with "slightly improved" graphics. Well, as you can see from the screen shots on this page, it's a bit more than that.

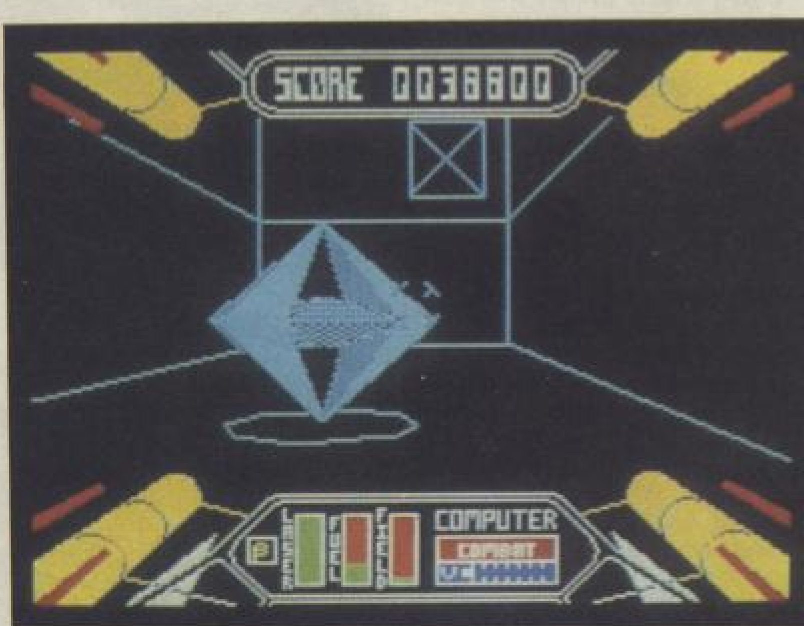
The solid modelled spaceships in this game are literally the best I've ever seen on the Speccy and quite honestly wouldn't shame *any* machine's capabilities. The gameplay is complex and absorbing, and consists of neutralising planets in any one of five planetary systems. Just when I thought my memory for superlatives had atrophied and dropped off, I discover words like "stupendous", "breathtaking", "mesmerising", and "Michael Fish" tripping lightly into my head. This could be the closest thing yet to flying in a real fighter spacecraft, winging and blasting your way through the Outsider's orbital space stations and defensive webs, doing battle with their fighters in orbit, and skimming the surface of the planet on your way to the central computer. You destroy the computer and escape through an iris hatch to reach escape velocity and freedom. After docking with your support pad and refuelling you're off into the system again, after another planet, until all the Outsider planets have been neutralised.

The cockpit view is impressive, with a scrolling and rolling starfield and the control panel of your ship. You can activate a heads up radar display projected onto your canopy window, that assists you in zeroing in on the enemy ships in orbital combat mode.

The sound effects are good too. It's nice that they left space in their code for a couple of satisfying blasty noises. Sometimes, when a game is biased towards sophisticated graphics, there's no room for much in the way of sound effects. All good news if you're a big kid like me, and hate to be caught making the noises with your mouth!

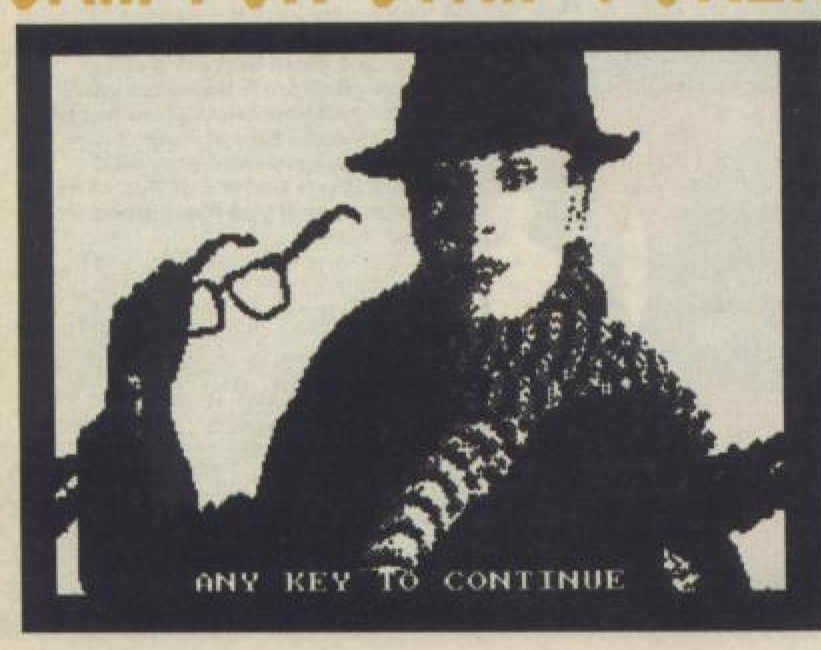
It's my considered opinion that you could be looking at the hit of the year, particularly in the shoot'em up stakes. It's the sort of game I,ve been waiting for for a long time.

Graphics
Playability
Value for Money
Addictiveness
9



Your objective — the Reactor at the heart of the planet. Destroy it with your trusty pulse lasers and swoop up, out of the iris hatch at the top of the chamber. As you make your getaway you reflect miserably that you've another 21 planets to go!

SAM FOX STRIP POKER



Martech/£7.95

Phil I can see I'm gonna get pretty cold playing this game. Still, whooor, eh? *Sam Fox Strip Poker*? S'gotta be a winner, innit? (dribble, slaver, drool, stream of sexist blubbering).

Yep, it's true. You too can bet your shirt in a game of naughty poker with Samantha Fox. No, ya big loop, not the real one, a sooper dooper on-screen digitised one. Is it any good, though, I hear you smirk? Well, all comments about the dubious logic behind computer-based strip poker aside, it's not really all that bad, mate.

Using Sammy's much coveted bod as a gimmick for a game of this type would be a bit naff if the game itself was a feeble excuse for a pervy cardgame. But as it happens it's not.

The program features a high degree of artificial intelligence, it says 'ere, so that Sammy analyses your play and alters her strategy accordingly. Hmm. I don't know whether this is strictly true, or whether she can actually see my cards, it's hard to say. But she did seem to know if the hand she had was worse than mine. Helpful if you want to win, I'd have said. And she does. Time after time after time! Look, you can call me a perv if you want, but the main thing that really bugged me was that Sammy doesn't take her clothes off! Even if you win two or three hands in a row she is still pictured wearing what looks like every piece of clothing she owns. Damn and Blast!

So, if the combined thrill of gambling and naked bodies fills you with anticipation, then off you go, with my blessing. But before you get too excited, I warn you. It's not easy!

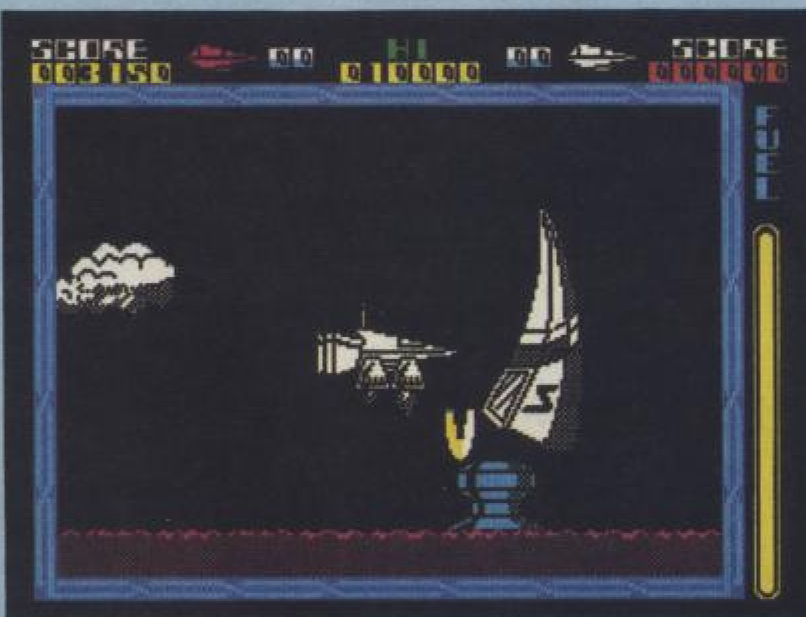
Graphics
Playability
Value for Money
Addictiveness
8

CYBERUN

Ultimate/£9.95

Max Aha! Sussed it at last. Know why the megabrill programmers at Ultimate Play-The-Same never speak to anyone, let alone reveal their true identities? It's 'cos they're all *dead*. Have been for years. Only their brains have been kept warmed through in some cryogenic chambers left over from *Alien 8* days.

Well, at least that might explain why Ultimate's Original Ideas Department seems to be regressing at a rate of flops. It doesn't stop 'em writing great games but when they say *Cyberun* is the greatest journey of all time, they mean it — right down memory lane at light speed. Yep, it's a rehash of *Jet Pack*!



You start off with a small spaceship and your aim in life is to bob around the clouds picking up new bits to bolt onto it. While being molested, of course, by all sorts of silly sprites — including one of those great Big-Trak toys, some refugees from *Games Designer* and a couple of flying V signs (don't give me ideas, chaps). By the book — Up, down, left, right and *Fire* — and all that.

But I'll eat my rubber keyboard if it ain't one of the best plays around, possibly the very pinnacle of its genre — you can fly right up into the stars, scrape along the planet surface and weave your way through endless underground caverns.

You need to hunt out the right gear for the job — at the start get thrusters for speed, boosters for vertical motion and the little blobby gun that shoots homing missiles. Or else forget it. And besides the vast range of equipment lying about, the aliens, however hackneyed, all have their own particular vices and virtues. Even the clouds are trouble — talk about acid rain! Which means a lot of play before you can even consider what you're actually s'posed to be looking for ...

A classic pick-up-the-pieces-'n'-shoot-'em-up with brilliant graphics, super smooth play and all the strictly gratuitous violence you could ever wish for ... sheer magic ... raw arcade action at its best ... a veritable tour-de-force ... possibly even worth the wait ... And when I've finished it, I'm going to rush out and get *Pssst!*

Graphics
Playability
Value for Money
Addictiveness
8

GREEN BERET



Imagine/£7.95

Rachael There are games of destruction, there are games of mass destruction and there is... *Green Beret*! Never in the field of micro conflict have so many been slaughtered by so few. By one in fact — the eponymous Green Beret — or Green Bert as he became owing to a nifty typing error on my part. His aim's to rescue the captives but no retread Rambo this. The game is not only extremely playable — it's also infuriatingly addictive and extremely hard.

For those of you who've kept your blood lust out of the arcades and on the streets where it belongs, the plot is this. Bert is sent to single handedly wipe out as many of the enemy as he can over four game sections — the Missile Base, Harbour, Bridge and finally the Prison Camp itself. At first he's armed only with a knife, times being hard in the Quartermaster's stores, but if he kills the commandant he's rewarded with additions to his arsenal, such as a flame thrower, grenade or rocket launcher. Sadly shots from these are limited and if he loses a life he also loses the weapon.

Still, Bert can bound like a ballerina and he's going to need to with all these nasties on his tail. Some of them are real karate experts too and the only way to defeat them is to match leap with leap. Otherwise hitting the mud is the only thing that'll stop Bert biting the dust — keep an eye open for troops who hesitate to fire and duck immediately. No time to lie around though because there're always more pistol packing palookas in reserve and when the going gets tough the tough get going so it's up and at 'em.

The other thing that makes it all so speedy is that the smoothly scrolling landscape has up to three levels and used wisely they can give Bert a distinct advantage. After all, there's very little sense in Bert running along the ground, trying to jump mines, when he could climb onto a missile launcher.

I confess that I'd have been happier with a beginners level owing to the speed of the game. But it's one of those arcade treats that makes you want to go back for more and practice your skills until you too are worthy of a Green Beret. And for those who're of a less heroic bent there's sure to be a good market for POKES for infinite lives! Go on, get out there and blow up a batallion or two — you know you'll feel better for it.

Graphics
Playability
Value for Money
Addictiveness
9

MORE SCREEN SHOTS ON PAGE 59 ►

J'ADORE LES BINDERS DE YS



Sacre bleu! Zut alors! Maurice Chevalier! Les bindeurs de *Your Sinclair* are ready! Zey 'ave been individually 'and painted by ze Art Editeur 'imself with ze genuine gold lettering on ze spine. Zey are magnifique, superb et très chic. Zey are also très cheap, seulement £4.95 for ze pleasure of keeping ze copies of *YS* neat et tidy sur votre shelves. Ooh la la! Is zis not brilliant? 'Az a frog legs? At ze price, 'ow can you say 'non'?

Ooh la la! I cannot say non!

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HEART TO HARTNELL

This month, *Tim Hartnell* would like a word in your shell-like. He reckons you'll flip over his turtle program and swing to his Logo rhythm.

If you're as rich as Uncle Clive was before he invented the C5, you can dash off now and spend around £40 getting hold of the official Sinclair *Logo* software package. *But* if your current net worth is not hovering around the £193 million mark, and you'd still like to dip into *Logo*, then stay tuned. We're about to explore turtle graphics, with my *Tiny Turtle*, or *Logo* for the small of wallet.

Now *Logo* is a darn sight more than just turtle graphics, but these graphics are what most people think of first when *Logo*'s mentioned. And anyway, they're both easy and fun to run.

But why are these graphics called *turtle* graphics? Well, the idea is that a miniscule turtle crawls around the screen, leaving a slimy trail as it goes. Pretty yeuchy but programmers are a *weird* bunch. The turtle begins each run of the program sitting slap bang in the middle of the screen, facing straight up. At this point it's facing an angle of zero degrees. If the turtle turns through 90 degrees, it ends up facing to the right of the screen. Another 90 degrees, and it's facing straight down, and so on.

TURN TURTLE

You control the turtle by telling it you want it to move forward a designated number of STEPS, then turn right through a specified ANGLE. You can also get the turtle to REPEAT this action as many times as you like. These three commands allow you to create an extraordinary range of shapes. Now what other computer language allows such enjoyable and meaningful interaction (man) with such a meagre vocabulary?

So, my program's designed to let you experiment with *Logo* in the simplest possible way. Type in these dozen or so lines and away you go.

```
 10 REM Tiny Turtle
 20 DEF FN r(x)=x*PI/180
 30 LET angle=0
 40 INPUT "No. of repeats? ";re
peat
 50 INPUT "Angle turn to right?
 ";right
 60 INPUT "Steps forward ";forw
ard
 65 INPUT "Clean before drawing
 (Y/N)? ";a$
 70 IF a$="y" OR a$="Y" THEN  C
LS : PLOT 127,87
 80 FOR a=1 TO repeat
 90 LET angle=angle+right
100 LET across=SIN (FN r(angle)
)*forward
110 LET down=COS (FN r(angle))*
forward
120 DRAW across,down
130 NEXT a
140 GO TO 40
```

Done that? Right, now run it, and answer the prompts, using the numbers below. In each case, when it asks "Clean before drawing (Y/N)?", press the "Y" key:

Shape Produced	Repeats	Angle	Steps
Square	4	90	60
Triangle	3	120	70
Pentagon	5	360/5	40
'Circle'	29	360/29	3

You'll spot that for the pentagon and circles, you enter the angle you want your turtle to turn through, as 360 divided by the number of sides you want it to draw before it returns to its starting point. As there are 360 degrees in a circle, once the turtle has turned through them it'll be back facing its original direction. (And, of course, the square — with four sides — used an angle of 90 degrees, or 360 divided by 4; and the triangle used an angle of 120 degrees, or 360 divided by 3.) This turning through a circle so the turtle ends up facing the direction in which it began is called, in *Logo* circles, *The Total Turtle Trip Theorem*!

But enough of the easy stuff — let's have a look at a more interesting pattern. Start a new run of the program, and reply to the prompts as follows:

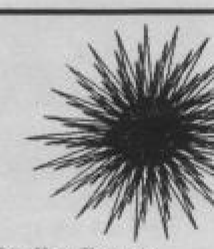
Repeats	Angle	Steps	Clean (Y/N)?
4	90	50	Y
1	45	0	N

Now, give the program the following replies *three* times in a row — that is, go right through the two lines, then start them again, three times in all:

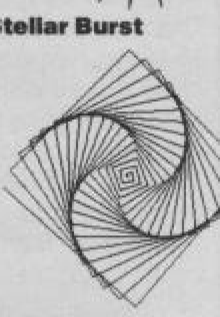
Repeats	Angle	Steps	Clean (Y/N)?
4	90	50	N
1	45	0	N

That'll socket to your eyeballs!

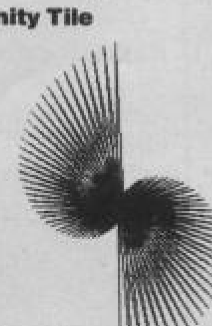
If you come up with some similarly stunning shapes or you find out about any modifications that can be added to the program, I'd love to hear from you. And if you find yourself hooked, why not explore a complete graphics *Logo* on your Speccy? And funnily enough I just happen to have here my £2.99 epic *Spectrum+ Logo* with its 7K listing, and a complete *Logo* graphics turt . . .
(*That's enough plugs for one issue. Ed*)



Stellar Burst



Infinity Tile



Butterslice

Put your shades on as the psychedelic Sixties return to your Speccy. Try out these shapes then experiment with an infinite number of your own.

SHOCK TURTLE!

If you think we've pushed our Tiny Turtle to the limits, you're in for a shock. In real Logo, there's a feature called 'recursion'. Now we're going to imitate 'tail recursion' (and no, it doesn't mean you're going to vanish up your own 8-bit bus) in which a program calls itself, and in effect, runs itself from within itself. Before you burst a blood-vessel trying to work this out, just believe that your turtle can do it, and all by adding two lines to the program:

```
 62 INPUT "Step increment ";incstep
125 LET forward=forward+incstep
```

Believe it or not, these two lines release a powerful magic in your turtle, as you'll discover for yourself when you run the following:

Shape Produced	Repeats	Angle	Step	Increment
8-pointed star	80	135	6	2
5-pointed star	160	144	1	1
Flower	55	77	1	1
Web-Flora	120	96	8	1
Infinity Tile	100	88	2	1
Stellar Burst	120	188	1	1.3
Butterslice	55	182	1	3

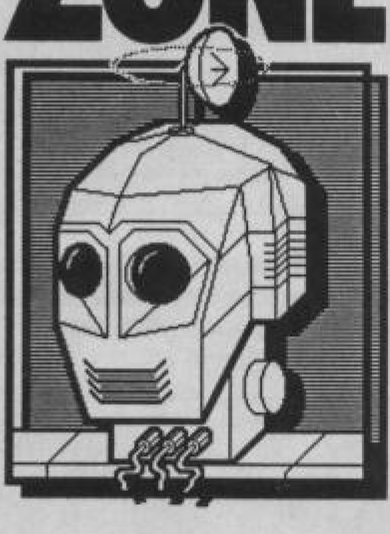
And once you've explored the possibilities of the program in that form (and saved it in that way), change line 125 to:

```
125 LET right=right+incstep
```

This'll ensure that the angle is increased each time, instead of the step size. Try this:

Repeats	Angle	Step	Increment
710	199	10	5
370	234	5	1.5
600	175	3	7

HACK FREE ZONE



All the red hot games tips straight from the Hex's mouth. Have a Loader fun...

Bzzzt. SSsssspring has sprung and gone, an' I'm back from my hols. I got a brilliant tan on my tentacles. Yeah, look... What d'ya mean they look just the same. Tell it to the optician, chummy.

The summery weather really brings out the best in me. Oh yes it does! (Oh no it doesn't!) Thanxx, O tame panto audience. So here it is — Hex's Hint Parade, aka *Hack Free Zone*. A big hi and an oily kiss to my regular Zoners and a fat raspberry to that gink who just turned past this page. Goofball.

Anyway, the mail's been coming in thick and fast, emphasis on the thick, but fast too! F'rinstance, there's my favourite little carton of rootbeer, **Graham Duke** of Sowerby Bridge, West Yorkshire. He has this to say about *Chuckie Egg II*. Picture, if you will, the enormous map he sent me. A block of 120 squares, with A, B, C, D... to L down the side and the numbers 1 to 10 along the top. Now let square A1 be the top left hand corner. Geddit? Nope. Well, try drawing your own grid if you can't wrap your optics round this explanation. Now, over to you Graham (Your Grace).

"Take the Bone from B1 and give it to the dog at A2. Go to the milk screens and put all eight bottles of milk into the Milk Vat at D3. When they're all in, it reads *full*. Then go to the cocoa screens and put all eight sacks of cocoa in the Cocoa Vat at F1. Then put all eight sugar sacks into the Sugar Vat at K10.

"Next you must go for the toy screens and put eight sections into the Toy Maker at J5. You'll then see the completed toy. Turn on the Generator at L5 by flicking the switch at the top of the screen, activating a green light. To get back up to L9 go to K9 and take the small ladders then go back down to K9. Next go to L8 and place the ladders on the small brick then climb up. Go back to the Toy Maker and take the toy up to E8, the Egg Maker. Put the toy in it. The only way to get there is along the Train Track, so watch out for the train if you switched the Power on. Once you've put the toy at E8 the Egg should appear on the other side.

"You must go all round screens E9, D9, C9, C8, C7, D7, E7, get the egg and go all the way back. Next, you have to take the egg to Dispatch at L1. And then you do the whole hokey-cokey all over again!"

What! Gee, thanks Dook.

Incidentally, you all keep sending me your hi-scores, but still *no photo*. How the photon do you expect me to print your scores in Hex's Heroes if you don't send me a photo, hmm? That means *you*, **Andrew Ostler**. Yes I know that your hi-score of 113,020 on *Way Of The Exploding Fist* is mega-amazing, but it's pretty pointless if you can't send me your smudge to print with it, iznit? The same goes for **J. Ingram** of Northampton's score of 211,280 on *West Bank*. No smudge, mugshot, piccy or portrait? No Heroes!

All you Zoners had better hop into a photobooth and get yourself snapped before you write to me again. Or I won't speak to you. Well, okay I might, 'cos it'll be a puh-retty boring column if I didn't. What? It is anyway? Take a walk smartypants!

Mark Littlewood of London SE5 says of *Elite*: "**When faced with the flashing ships that come in packs, don't worry too much about trading. Just keep enough cash to afford smart bombs and escape pods. After a while you'll encounter a stray flashing ship that'll drop a cloaking device when you zap it, (key Y to use) and then, Eureka! The game's even better to play. When you're asked to repel a Thargoid invasion, don't employ missiles, just use the arming button as a distance to target marker. Has anybody found the Planet Raxxla yet?"** Commander Mark, I know it's incredible but I really don't know. Any Zoners been there? Do the biz!

Oh, incidentally **Leigh Reidland** and **Neil Tocher** of Edinburgh also sent lots of interesting tips on *Elite*. Thanxx a real lot bushbabies!

Norman Stables (sounds like a tour of a stately home, "and on your left...") of Tyne and Wear sent me the complete solution to *Three Weeks In Paradise*. (Incidentally I've got about sixty squillion solutions to this game now, so please don't send me any more. Thanxx awfully.)

"Take the polo mint from behind the trading place sign, and Wilma's handbag to the ice block and use polo. Take the hole and the goldfish bowl to the far left of the wishing well wall and use the hole. Walk through the hole in the wall and pick up the skeleton key. Take the key to Davey Jones' Locker where you'll find spinach, then pull the rope beside the geyser and walk into it. Exchange the egg for the bow and arrows. You can use that to shoot the native beside Wilma." One Hundred and Eighty!

"Light the fire with the deux sticks then blow it out using the bellows. Take bellows and hot ashes to screen with cloud on it. Use hot ashes and give them to the man by the totem pole. Stand to right of cloud and direct onto screen with house. Take shell and go down well. Fill shell with water, collect bottle and climb up right side of well. Drop shell and bottle somewhere convenient. Fill billy can at geyser and take, with flip-flops, to crab. Use, then collect pincers.

"Take Pincers and full shell to right hand lion. Use shell to put out fire and pincers to take out thorn. Herbert is rescued! Take bottle and corkscrew to coconut, using handbag to get past crocodile, and use. Take bottle of oil and axe to car and use. Take the sharp axe to Wilma and the game is complete.

So that's it! Simple, hah! Thanks a lot, Norman. This is the best kind of tip I get. Short, to the point, and precise without taking all the fun out of the game. Berilliant.

Next month we've got the complete solution to *Tau Ceti*, more ultra serious *Elite* intelligence, a superb *Panzadrome* hint and *Riddler's Den*, *Sweevo's World*... All kindsa what can only be described as 'stuff'.

See ya in church!

Click Bzzzzzt!

LOADER OLD RUBBISH

Just a quick erratum... oooooooh, that's better. You know how I kept saying that you didn't need the scissors to complete *Pyjamarama*? Just shows how wrong you can be. Okay, how wrong *I* can be. Well, I recently discovered an ancient text, which refutes, nay contradicts this information. What you do, apparently, is go to the lifts and then go to the room with the Ghosts. Pick up the Driver's Licence, defenestrate yourself at the top (it's okay, it only means go through the window) and collect the ignition keys. Now off to the room with the crash helmet, nip up to the top of the stairs and slide down the bannisters. Make sure you now have the crash helmet. Go to the library and you can pick up the scissors! Dadah.

Many thanks to **Jamie Fitzpatrick** for his correction, and apologies to all of you who followed his previous tips to no avail. Especially my favourite gaming granny **Mrs Cameron**. Bzzzt. Yeee hooo!

HEX'S HEROES

Click bzzzzzt. Hex's what? Oh, Heroes, yes of course. No I didn't forget. No, I *didn't*. Have you never heard of a pause for theatrical effect? Huh, ingrate!

Here we are again, in the Hall of Heroes. The Golden Greats. The Chocolate-plated Chummies who'll go down in the annals etc etc. Yes, the Hi-scoring Hexperts, beginning with a dinosaur from the Jurassic Age called **Simon Williams**. He lived in Coventry several million years ago, and I have a photo of a cave painting here which says he was quite good at something called *Pole Position*. Top score of 130,550, it is written. Thanks to Prof. Heinz Wrinklbaur of the British Museum of Arcade Games for the translation.

Matthew Burke doesn't live in the Jurassic Age, but he does live in Sheffield. (Sorry Sheffield!) And his current best on the low priced but hi-thrill *Booty* is a goodly 82 items. Bootiful.

And finally, but by no means least, is my little Welsh rarebit **Richard Parker** of Dyfed. He has a penchant (look it up) for *Bruce Lee*, scoring a mega-startling 2,767,105. Gosh! Do you realise that it would take the lifetimes of every reader of this column to count up to this figure? Who cares?

That's it. I'm gone. Click,bzzzzzzzzzz.



Simon Williams
Pole Position/130,550



Matthew Burke
Booty/82 items



Richard Parker
Bruce Lee/2,767,105

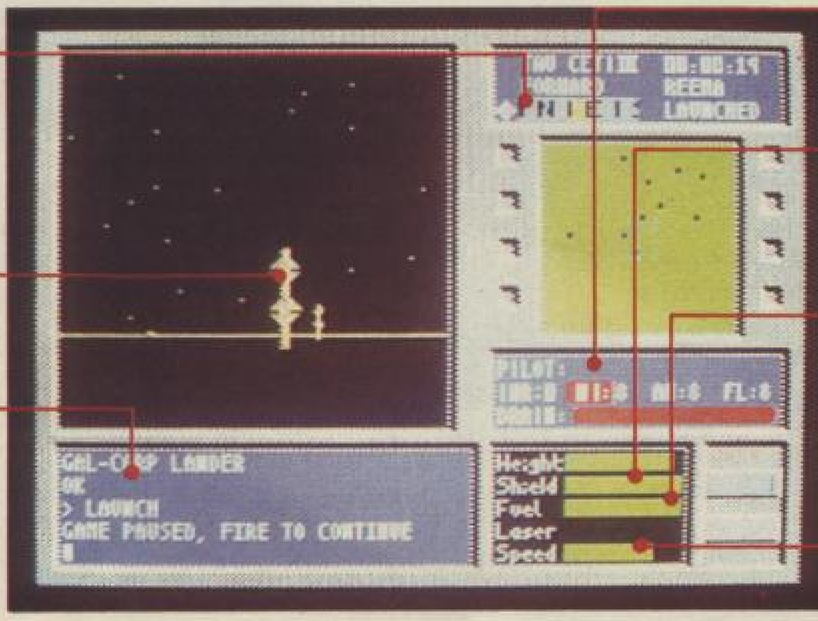
TAU CETI

by Colin Lindsay of Dungannon, Co. Tyrone.

From your start-off point in Reema, the next best destination is Hame to the northwest. Pick up the north beacon and catch the jump pad. Its medium strength defences are a push-over for even the most casual blaster.

Take on the enemies one at a time. And never fly directly at saucers. Stop and pick them off as they come into range. If you're moving when you attack them it makes them harder to hit — they're on the move too, remember!

Use the notepad and map in your on-board computer. File in where you've been and, most importantly, where the equipment centres are. In a tight spot it's handy to know where to run to!



On the subject of missiles, look out for the single experimental missile you'll find in the city of Kzinti. It's very effective as a last resort. Eat that, you fiendish alien hordes, you!

A good way to conserve your shields, and build them up when they're a bit deflated, is to decrease your height. *Don't* push the 'L' for land button — that won't do you any good at all. You can now regenerate your shields without losing any fuel.

Conserve everything you have, but especially fuel. You can do this mostly by running slowly, but going around at half height helps too. Watch your height when you go to a jump pad, though, as you can badly duff up your shields on the edge.

The first rule is go *slow*. Don't just fly straight into everything. Check each object over carefully as it appears, and shoot from a standing start. And if you're damaged, STOP!

ROLLER COASTER

by the mean machine Hex Loader, London W1

A bit confusing this one. You should get it mostly by accident, but do try to stay near the centre whilst you're amongst the logs or you may get lost and fall off.

They don't like it up 'em. And neither will you if you don't go carefully past this pop-up fiend. Wait till it's on the downward stroke, then HopalongaHex. Now you have to wait for your Roller... Coaster, that is!

Success is almost in your palm. Oh yes, just climb this little old refugee from Desert Island Discs and l-e-a-p across to the logs.

A piece of cake this one. Just land on the edge and walk forward. To get to the others just walk into the logs and jump up until you're at the right height. Easy as falling off a... oops!



This object is a tricky trifle, or vice versa. Just before the Roller Coaster reaches the top of the slope you must jump in an arc, grab the piece, and land back on the Roller. It's not as hard as it sounds. I did it the first time I tried it. Mind you I'm brilliant.

You can only get this one when the little roller under you isn't turning. Don't panic chummy, there's plenty of time.

Getting in this car isn't the easiest bit of the game, as you must jump when it's about a car-length away. Whee! Plop.

THUNDERBIRDS

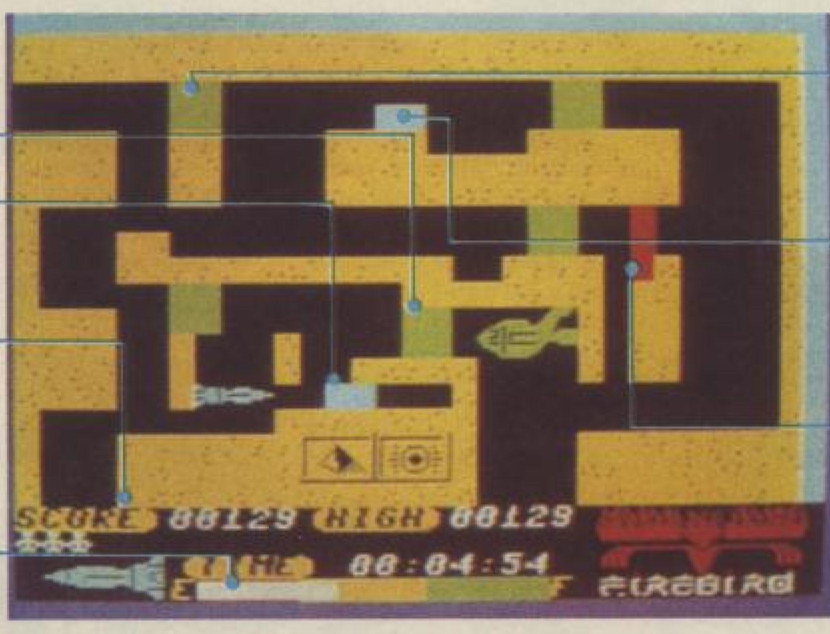
by Phil Northcote of the Isle of Wight.

The second block to move is this one. Thunderbird 2 must push it to the left until it falls down the hole. Make sure Thunderbird 1 is out of the way first.

Get Thunderbird 1 to move this block first. Push it out of the way to the right, then get clear. Otherwise there'll be a block on your head in a minute.

Here's a handy hint. The less cargo you start off with, the better your starting score. And the better your starting score, the better your high score!

These Thunderbirds don't do many miles to the gallon. The only way to get through the rooms to the next fuel dump is to move only when you know what you're doing.



Finally Thunderbird 2 must shove this block out of the way and you can both get out into the next room. Here's a clue for the next room: Thunderbird 4!

Now this is the clever third bit. Thunderbird 1 must sneak around all the blocks and push this one left till it falls, then right until it seals the gap in the level below.

Now the fourth move. Thunderbird 2 must push left through the red block so it falls, then push the green block left to the end of the platform. Then it can get out.

Spooked...

Elite continues its run of classic arcade conversions with the ghoulish *Ghosts'n'Goblins*. Tommy 'The Zombie' Nash trooped off to Walsall to see the ghastly result and have the fright of his life...

It's true. There *is* a ghost in your machine. And not just one but a whole 48K's worth of them, along with zombies, demons, devils and goblins. The nightmare is about to begin...

Or rather, the Knightmare. *Ghosts'n'Goblins* makes a break with the recent run of arcade conversions, abandoning cold war combat in favour of medieval mayhem. You're a knight errant whose damsel's been abducted by a demon while the pair of you were having a canoodle in the local cemetery. The situation looks very grave!

The game's divided into three sections, the first of which follows the arcade original exactly. The graveyard where you begin is packed with more zombies than the 8.03 to Waterloo and they hurl themselves at you like commuters through the ticket barrier. Then it's on to the enchanted forest full of things that go bump on your knight. Here are the ghosts of the game's title though at the time I saw the pre-production version they hadn't been added — or maybe they just hadn't materialised. They fly straight for you flailing spanner-like weapons so it's no good hoping you can kick them in the ghoulies.

LEVEL TWO
Tales Of A Ravin' Knight

The second level was the one nearest to completion when I saw *Ghosts'n'Goblins.* Sure, not all of the spooks were in place but there was enough going on to give me a good idea of the gameplay. And it certainly promises to be another of Elite's classic arcade conversions — simple but hauntingly addictive.

This level takes all the skills you've acquired in the first section — fast shooting, quick reactions and perfect timing — and adds the extra element of a platforms and ladders game. Now you have to contend with the nasties coming from above as well as from both sides.

Once again it's a race against time as you fight off the unwelcome advances of goblins in the Ice Palace, ghouls in a haunted house and monsters in their den. And at the end of this level, there's not one but two demons guarding against your entry onto the final level.

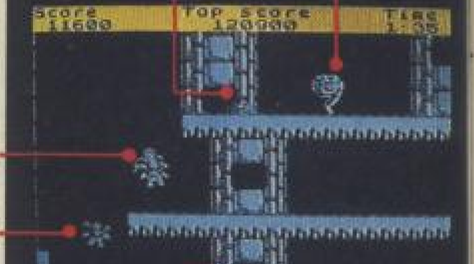
This third section hadn't been started when I saw the game, so you may well see how it turns out before you read this. But you've got quite a fight on your hands if you're to get that far. The final section is likely to be a looser interpretation of the arcade original as it has to incorporate all the best elements of the numerous levels of the coin-op game. But as well as caverns, ladders and platforms you'll probably have to work your way through an extremely complicated maze with your finger on the fire button as you go.

Game	**Ghosts'n'Goblins**
Publisher	**Elite**
Price	**£7.95**

●There are two ways out of the Ice Palace but both involve a downward trip on a lift. Be prepared to leap off before you're plunged into the waters below.

No, it's not the skeleton crew of the Ice Palace. This bag of old bones is you. Or rather it was you before being gobbled up by the goblins twice in succession. You're now transported back to the beginning to have another crack at platform hopping.

If you thought that triffids spelled trouble, then watch out for this lump of vegetable matter. It's a plant that spits out great balls of fire at you. And the only answer is to fight fire with fire. This time it looks as though our knight got more than his fingers burnt.



Clever, these goblins. As well as being bitter and twisted! They hover above you then dive down on top of you. And when they run along the platforms, they leg it at twice their normal speed. The best way to pick them off is to drop down onto one knee before firing your weapons.

You'll soon spot that some of the supernatural nasties carry objects around with them. If you kill the creatures you can collect the priceless objects such as crowns and rubies and, more to the point, clock up your score. You'll find the bonuses in the same place each time but the trick is to pick them all up in the time available. That's the only way you'll notch up the really spectacular scores.

Brrrr. An icy chill runs up your spine, then legs it all the way back down again. Is it the ghosties, is it the ghoulies? No, someone's turned the central heating down again. You're in the Ice Palace so you'd better get your skates on and get out sharpish.

If you miss your footing on the platforms, you'll be tucked up with D Jones in his locker. Running along the bottom of the Ice Palace is a cleverly animated sea that'll claim a life if you fall in.

But the really striking feature of the game is its eight-way smooth scroll that simulates the one on the (ssshhhh) Commie 64. The programmer's coined the phrase 'dixel' scroll to describe it. That's because it moves two pixels at a time and at varying speeds according to the action. This makes it very tricky to tell just how big the game is and exactly where you are in it. In this way it captures the feel of a coin-op classic just as *Commando* did before it. You can wave goodbye to the 'massive' 256 room arcade adventures now that this technique's hit the market.

The second section is described in full below but I'd be hard pushed to tell you much about the final level as it didn't exist outside of the programmer's noddle. And all he could say for definite was that there'd be a dragon in it somewhere. By George, where would a knight be without his dragon?

All of which adds up to an arcade conversion that promises to capture the spirit of the original. And if you reckon that you'll complete a three-level game in a single evening, forget it — you haven't a ghost of a chance!

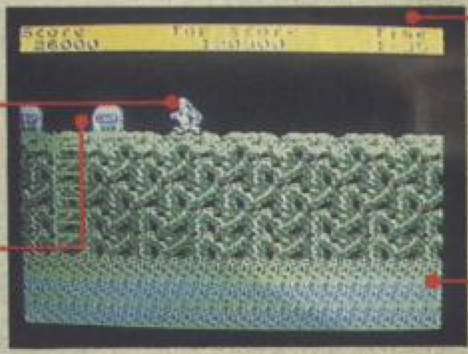
LEVEL ONE
The Return Of The Living Dead

Funny things, arcade games. The plots just don't seem to hang together. It's the middle of the night in a spooky graveyard and you're all togged up in your best suit of armour. Best of all though, you're looking for a bit of slap and tickle with the girlfriend. Not even the rules of the Round Table stretched to that. So, it's hardly surprising that at this point the scriptwriters throw in a demon to carry off her ladyship before she's even unfettled your breastplate. Then again, who plays arcade games for the plot. It's the action we're after.

The first level takes you through the cemetery, over an island in the river, past the enchanted forest until you meet the monster guarding the gate to the next section. But don't expect a warm welcome unless you enjoy being spat at and sat on. And unlike your previous adversaries, this one takes some killing. But once you get the hang of it, it'll be alright on the knight...

Here he is: Sir Lancealittle. But he's not jumping for joy — when the ghoulies have got your gal, you've got to leap over the gravestones to get her back.

A good tip for notching up the points is to sit in one place picking off the zombies as they come for you. But whatever you do, watch the clock if you want to get through to the other side.



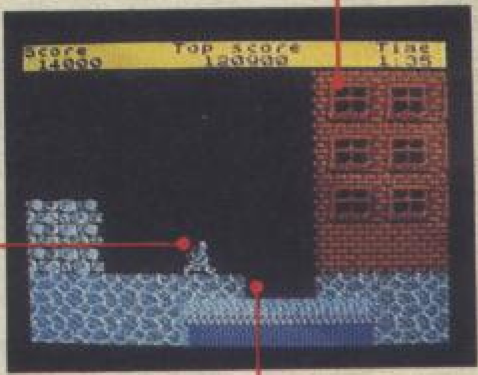
Time's not on your side. Each section has to be completed within a time limit that looks like it'll be set at three minutes on the first time round. Must dash...

For a fast-action arcade shoot'em up, this screen looks rather like a ghost town — empty. And that's because it is. The sprites waiting in the wings before joining the game include zombies, fire-spitting plants and crows.

● When the greeblies get you, you don't lose a life outright. It's your armour that bears the brunt of the attack so you lose your steel shell first, leaving you a bare knight on the mountain. Only on the second time around are you changed into a skeleton (literally) and transported back to the beginning of a section to have another crack at it.

● Your weapons change automatically after you've killed one of the nasties that carry them around. For optimum tactical play it can be a good idea to avoid picking up certain weapons if you're happy that the one you're using is having the deadliest effect. You'll have to forego the bonus as well, remember.

The haunted house is packed with kamikaze goblins. They leap out of the windows then creep up behind you. Get past as fast as you can if you want to keep your clothes on.



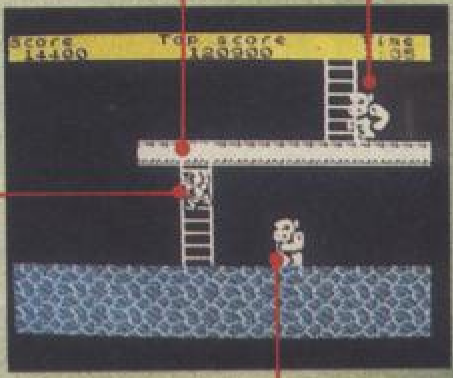
You start with an unlimited supply of weapons and boy are you gonna need them. The lances fly straight and you can have three of them in the air at any one time; the fire balls have an upward trajectory and you must fire them one at a time; but best of all you can fling the daggers out thick and fast.

Now jump — or you'll end up in the drink. This is the transition from the Ice Palace to the Haunted House. Advice for tackling the next bit is simple — run!

The eyes have it. When the monsters see you, they speed up and make it very difficult for you to get away or get in your ten shots. Fortunately, they have a very limited field of vision so if you keep jumping up they can't see you and slow down again. An even more unattractive side to their character is the way they wait above you and spit spiked balls down on you. Naaaasty!

The monsters' den is a platform and ladders piéce de resistance. To make your way through it you're going to have to travel all the way to the top and then all the way back down again. And the scrolling technique means that it's not nearly as easy as you'd imagine to recognise exactly where you are.

These monsters are worth a thousand points each but before you start rubbing your hands, think on this. Each of them has to be hit ten times before he dies and at the speed they travel, that's no mean task.



Even the creatures of the night have a certain spirit of fair play. After they've hit you, you're offered a five second immunity period in which to make good your escape. Otherwise when you went down you'd stay down — and out.

WRITE ON...

In the beginning was *Tasword*. Somewhere in the middle was *YS* issue 1 with news of *The Writer* and *Word Manager*. Now, not quite at the end, Max Phillips looks at the new *Tasword 3*...

There are poor demented people with posh computers who think you can't do anything 'serious' with a Speccy. As if playing games wasn't a serious business. They even take pity on it and call it 'the humble Spectrum'. Since when has anything Sinclair been humble, huh? And they laugh if you say you can wordprocess on it.

The cure for these people is to get them a copy of *Tasword 3* and tell 'em where they can load it. Not that the new *Tasword* cures all the problems of the Spectrum. It doesn't make keyboards grow or microdrives quicker or ... Nor does it do anything that hasn't been done before. Like 64 characters across the screen or fancy page formatting.

What it does do though, is turn your Spectrum into a very usable, modern wordprocessor. And in particular, it incorporates most of what *Tasword II* users have been asking for and casually does the kind of thing newer programs such as SofTechnic's *The Writer* do — you know, those little extras like word counts, free space indicators and so on.

WEIRD!

The new program has a lot of its predecessor in it — it looks the same and has the same weird habits like letting you drive the cursor through thin air past the end of your text. But the real hassles with the old program are all long gone. It's also pretty radical in that it only works with microdrives; there is no cassette version.

There's around 17K free for documents — about 3000 characters less than alternatives but no great loss. *Tasword* is pretty speedy even with long documents (it scrolls better than some arcade games) and the only real time-sink is waiting for those 'drives when it goes for the main menu ...

Handling blocks of text is still done by marking their start and end with two special characters. Like its rivals, *Tasword* is a bit sloppy here because you can put lots of markers in at once. It can get a bit slow as well because *Tasword* doesn't keep an eye on where they are and has to go and look for them whenever you do a block operation.

MOVIN' AND MERGIN'

Moving stuff between files is also a pain — you have to do *Word Manager*-style contortions of merging text and then block moving. A saving grace is the new extend-Z which does a copy but leaves the markers in place so you can repeat the copy several times.

The vast array of editing commands (mostly extended key sequences) covers everything you can think of. Some of the stuff that's appeared since *Tasword II*, like 'ignore case' and manual or automatic search and replace is all there as well.

PRINT OUT

Print formatting is greatly improved over the old *Tasword* though not as versatile as *The Writer*. You can specify a header and footer at the top and bottom of each page, page numbers likewise, and either in the middle or on alternate sides of the paper sc that they look right when you staple the printout into a leaflet.

There are up to 32 printer control codes for your printer's special features — more than enough methinks. You can print just a section of text, ask for several copies of a document and, sensibly, combine any number of files on a tape together to form a long document.

Tasword III also has a mail-merge facility so that you can do tricks like automatically addressing letters to the members of your club and so on. It isn't as completely comprehensive as *The Writer* but it's probably sufficient for the few of us that'll use it.

You can set merge-fields in the text from a datafile (created with *Tasword* or preferably *MasterFile* — details included in the manual). You can prompt for variables at print time so, for example, you'd only enter the date once to get it stuck on every letter. And you can do limited conditional printing (only print this bit if this guy hasn't paid his subs yet and so on).

However, the text is not reformatted after fields have been merged and merge-printing can mess up both the margins and the page-breaks! Well, if it can't be good, you can at least be careful ...

CUSTOM MADE

But the best bit of all is customisation menu. These go beyond the normal setting up for your printer interface (which is a bit iffy — you might need to type in some — shock, horror — lines of Basic). You can save versions of the program with your own margin and tab settings, help screens, printer control codes, screen colours and so on. So everything's just how you like it when you RUN the cartridge. Neat!

And I shouldn't forget to mention the great 64-page manual, on-screen tutorial program. *Tas II* to *Tas III* document converter and ... All in all, *Tasword III* is good enough to be a strong alternative to *The Writer, Word Manager* or anything else knocking about on the Speccy. And it's out now, works reliably and does a good job.

So it hasn't quite got the same fabled — oops, fabulous — list of goodies as *The Writer*. But it's close enough to give you a hard time choosing one or the other. Someone we know was a bit miffed when *YS* called *Tasword* the "undisputed King of Speccy wordpros". Sorry ... it was a touch unthinking. We should have realised that it's far from undisputed. But King? Yep, possibly so ....

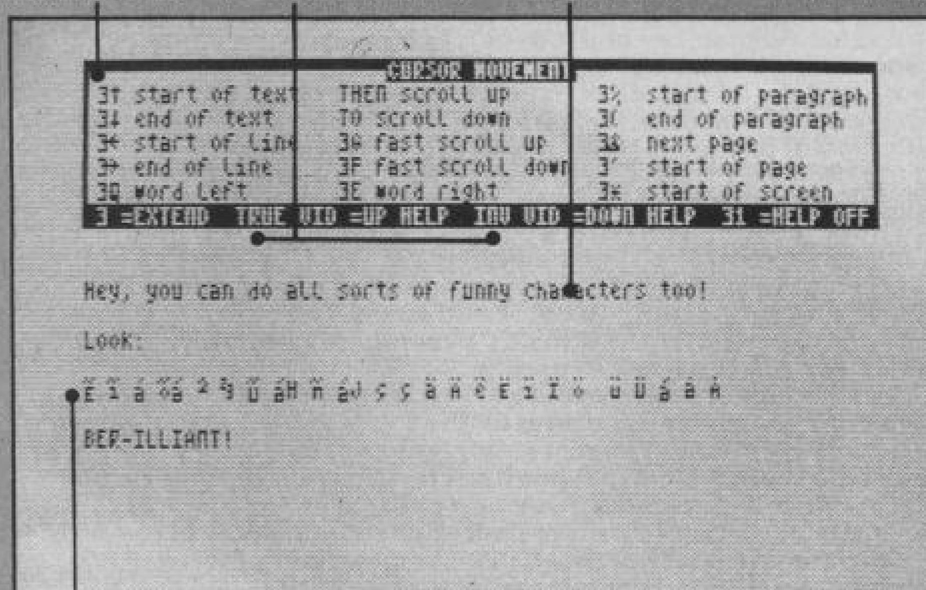
THE WRITE STUFF

You can turn the copious help screens off for a bigger screen once you know what you're doing.

TRUE and INVERSE VIDEO step all the help pages through the window in turn. You can even alter two of the pages to show the particular special effects you've set up on your printer!

64 columns of quite readable text. Or 32 if your TV's naff. And watch it slick-scroll sideways if your document is anything up to 128 characters wide.

Tasword II has no tabs ... the new version lets you set up to 10 tabs across your document. *The Writer* has right, centre and decimal stops as well but with *Tasword*'s ability to slide text left and right on a line you can manage...



What's all this then? A second character set with all sorts of funny foreign fings and dingbats to stick in your document. You may not be able to print all of these (trivial detail) but you can adapt the 2nd set so that it does produce the unusual characters your printer does ....

Never one for inserting text, *Tasword* is still a little strange. The new auto-insert mode works like most wordprocessors — you type and it automatically reformats the paragraph for you. The old insert on/off keys are there and are quicker ...

Tasword III shows on-screen where pages will break on the printer. But, sadly, if you put your own page-breaks in, it doesn't get it right.

Hit EDIT for a full screen (and more) of help.

Package	Tasword 3
Publisher	Tasman Software
System	Microdrive Only
Price	£16.50

hardware BONANZA

Yeeeehaah! *Max Phillips* rounds up all the latest Speccy add-ons and pens them up...



Currah Microsource

Quadhouse
£14

Now this is clever — a ROM pack that plugs into the Speccy to give instant access to an assembler and a debugger plus a noddy version of Forth.

Unlike assemblers that load from tape, this one doesn't take up valuable memory and it doesn't go away when you crash the Spectrum. Neat, huh?

The assembler itself is excellent; two-pass assembly, macros and conditional directives as well as complex maths in hex and decimal. You can assemble or list to the screen and memory or out to any OPENed stream — such as a microdrive file or a second Spectrum connected via the Interface 1. Shame the editor is so naff; you enter your source program as a normal Basic program, each line beginning with REM ! It works but the screen gets very messy. And you don't get useful things like block move, find, auto-number and so on. To assemble the program, you enter the line LET assemble=1 before your source lines and run the Basic program.

The debugger's also excellent — it gives you a full-screen 'front-panel' display showing all the Z80's registers and relevant memory locations. You can single-step or trace your program or execute it up to a certain point, all the time seeing what's going on inside the machine. Or you can opt to watch a block of memory or switch to a more limited register display in order to speed tracing up. There's no disassembler but otherwise it's great — especially recommended for beginners.

Now for the bad news. MicroSource Forth is completely potty. You enter your Forth commands as REM # statements in a Basic program preceded by the line LET forth=1; to execute them you RUN the Basic program. But the idea of Forth is that everything happens the moment you enter it — so there's no stored program as such. And it gets weirder — right down to using % for definitions instead of the : everybody else uses! It's not fast, it's not interactive, it's not standard, it's not...

The whole thing comes with an adequate if bland manual but without a through-connector for other add-ons, so it must be the last thing stuck onto your Speccy. Still, if you need a decent assembler/debugger, it certainly shouldn't be the last thing stuck on your shopping list.

TEC on/off switch



Tec Publications £4.95

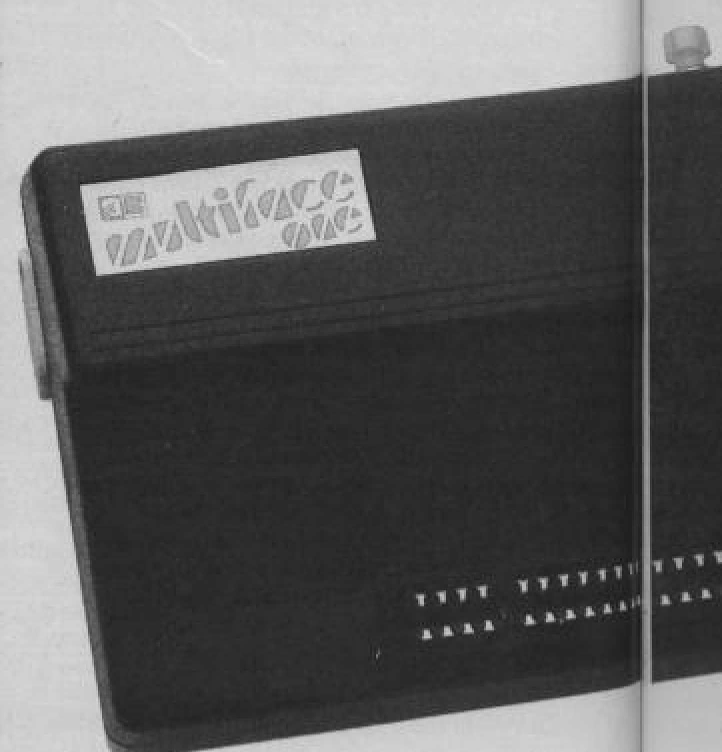
A most elegant way to reduce wear'n'tear on the old jack plug. You get a well made switch that sticks firmly onto either your Speccy or Speccy+ and works reliably.

System 7 reset unit

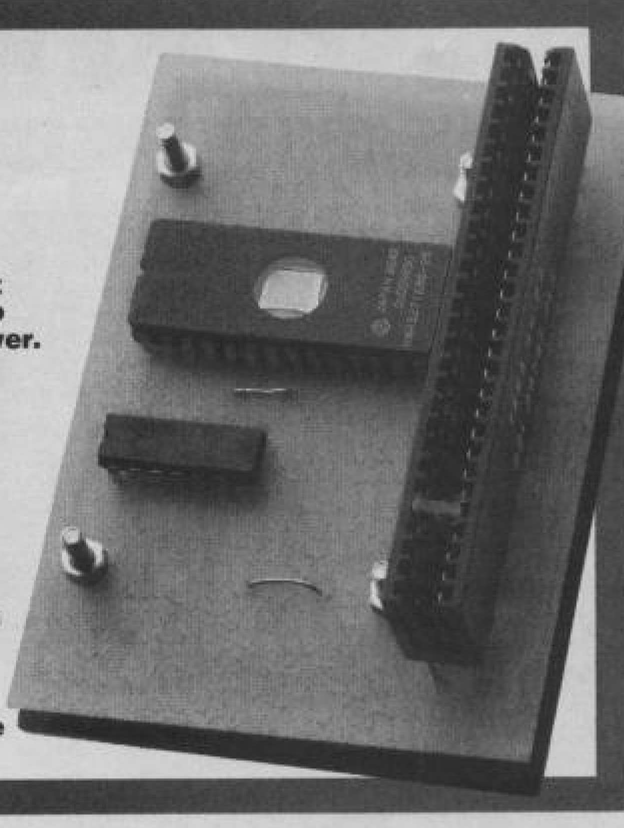
System 7 £5



This is no ordinary on/off switch... just stand in the street, point it at the sky and make model airplane noises. Utterly believable, guaranteed to amaze your friends. The on/off bit is brill, complete with working LED, but the 'reset' switch just chops the power for a moment. Not nice for the Speccy, particularly if it's as dodgy as the one we tried.



Peker Assembler Cartridge Peker £17.95 or £14.95 with course



Like the MicroSource, this is a ROM pack giving you instant access to its built-in software. You can buy it on its own or as a part of Peker's machine code postal course.

Now, there's a right way and a wrong way to do everything in this world. And, unfortunately, the Peker does something that's fundamentally very naughty. When you switch on, it completely takes over your Speccy by disabling the built-in ROM. No harm in that except it means that you can't write programs that call on the Spectrum's ROM to do small things like print characters or do calculations. Or programs that work as USR subroutines to Basic. Or programs that do fancy tricks with the system variables or whatever.

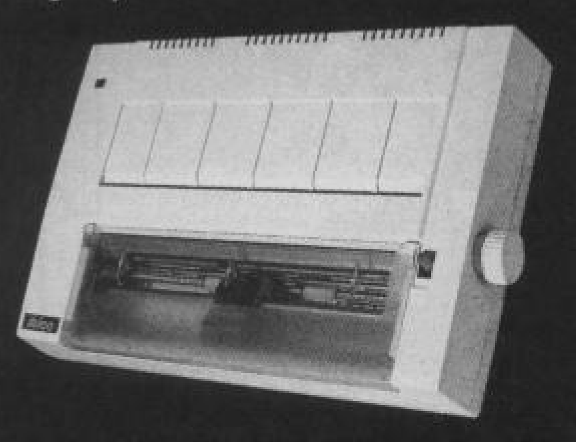
Nor can you use your microdrives. Maybe you can sell them to buy a Peker Centronics interface 'cos the one you already have probably won't work. And, since there's no monitor or debugger in the Peker, you're going to be hard put to debug any programs you write with it anyway!

All of which is a shame because its assembler is pretty good — it's a standard two-pass program with bog-standard directives, rather limited maths and the unlisted Z80 opcodes. But it is blindingly fast and I, for one, prefer a lean assembler that runs like lightning to a flash one with paralysis. There's a proper screen-editor too with block commands, find and so on. Its only drawback is that it works with 24-column lines and gets confused if you do silly things like put comments in your program!

All in all, it's a nice idea gone astray. It's probably ideal if you're doing the Peker course and fine for other Z80 courses but it's not much cop for everyday Spectrum programmers. C'mon Peker, let's see the same software on a cheap cassette and behaving like a civilised program!

Saga LTR-1 Printer

Saga Systems £99.95



The Saga LTR-1 works in a similar way to the golfball typewriter. The only major difference is that the characters are set on a drum that rotates to the character you want before printing by impact.

The LTR-1 has both a parallel Centronics interface and a serial RS232C interface. The machine's light and reliable and I rate it as a real winner.

Kempston Mouse

Kempston £69.95 with *Art Studio*

This is the Yorkie bar of mice; solid, chunky and very, very smooth. It's a two-button genus rather than the three displayed by AMX's alternative — not that it matters as current programs treat all mice as if they had one button. You should also be warned that the interface has no through-port for other add-ons (neither has the AMX but it does have its own printer port).

You can also get down to producing masterpieces straight away because the Kempston comes with the cassette version of Rainbird's much loved *Art Studio*.

On the other paw, the better documented AMX mouse comes with its own reasonable Art program for £79.95.



Saga Soundboost

Saga Systems £9.95

It looks like a bionic implant. What you actually have to do is open up your Speccy, connect the three wires and gum the gummy bit onto a convenient spot. Sound can then be played through your TV set as loud as you can stand. Installing it is easy enough (ten minutes) if you don't mind losing your garan.. guara... warranty. It works well but the sound quality is still pretty basic — it's just a lot louder. If you don't want the expense of an add-on box, Soundboost costs £9.95 and comes from those friendly Saga keyboard people.



Multiface 1 Romantic Robot £39.95

Romantic Robot's Multiface One is ideal if you've not got round to collecting hardware bobs for your machine. In one £39.95 stroke, you get a Kempston joystick interface, a composite monitor interface, another 8K RAM and the ability to save virtually anything to tape, microdrive, Beta or Opus disk drive!

The monitor interface is for either colour or monochrome composite video monitors; not as good as RGB but a real boon for serious work. The 'one-touch save' seemed to work well — it saves either the screen or the whole 48K memory, compressing as it goes. Mind you, Beta users do have to disconnect the joystick port to be compatible. You can also freeze games, put POKEs in and so on. The 8K RAM built into the unit can be used in your own programs to give you a 56K Spectrum — the extra space is ideal for hackers and machine coders but it's not easy to get at from Basic.

All-in-all this is a pretty good One-Touch Save box. If you need more add-ons, it's even got a through-connector ready for you. Some of the older rivals may already be wriggling in their boots...

CONTACT

Kempston Micro Sales
1-3 Singer Way, Kempston Bedford
(0234) 856633

Quadhouse Computers (UK)
Greythorpe Industrial Estate, Hartlepool
(0642) 221102

Peker Computers Ltd
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(0493) 853099

System 7
664 Anlaby High Road, Hull
(0482) 508687

Tec. Publications
24 Victoria Road, Bromsgrove
(0527) 74567

Saga Systems Ltd
2 Eve Road, Woking (04862) 22977

Romantic Robot
77 Dyne Road, London 01-625 9463

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This note arrived this morning and these guys ain't messing. If you want to see the Ed again, or even if you don't, send the ransom pronto to *YS* Subs, 14 Rathbone Place, London W1P 1DE.

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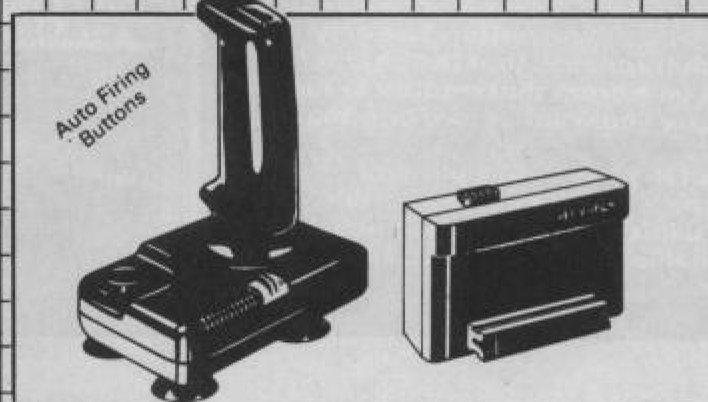
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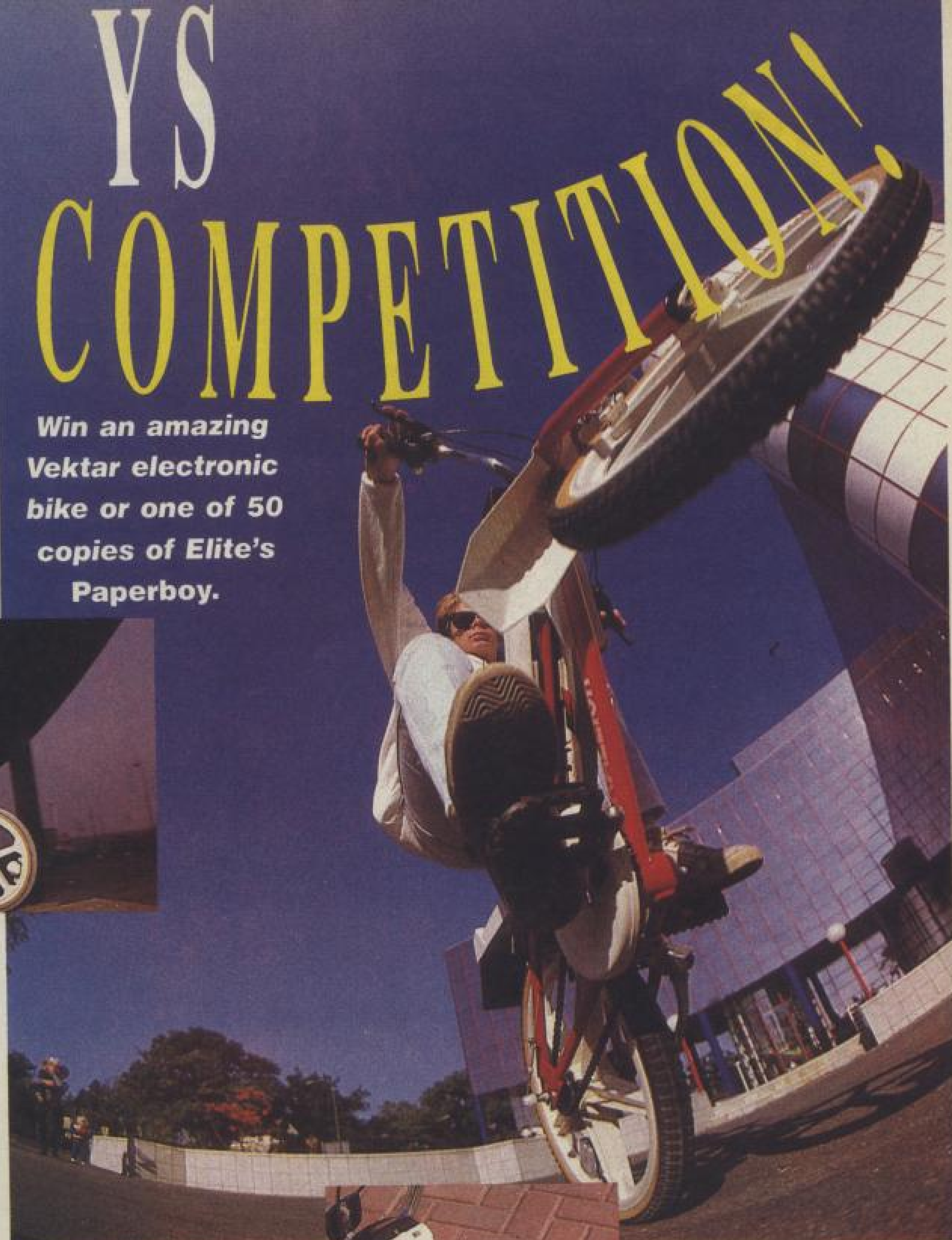
Kempston Micro Sales

Unit 4, Manton Lane, Bedford MK41 7HY

Tel: (0234) 327544

YS COMPETITION!

Win an amazing Vektar electronic bike or one of 50 copies of Elite's Paperboy.



Have you ever had the misfortune to work as a paperboy (or girl)? You'll remember the dark, freezing mornings when you scrambled out of bed, scrambled the eggs and unscrambled your brain then lugged a bagful of papers about at six in the morning and all for a measly shilling. You were lucky! And if you've never had the pleasure, now's your chance!

Elite's new game is based on the popular arcade classic, *Paperboy*. All the action takes place on the city's sidewalks. You've got to ride your mean machine down Easy Street delivering papers American style — flat on the mat with a flick of the wrist. And it's no mean



feat either — you have to negotiate all sorts of hazards like brawling builders, lurching drunks, breakdancers, runaway cats and dogs and tearaway go-carts — and that's just on the sidewalk. When you've completed a street you have to go on a short training course with ramps, bollards and the odd river. Then you'll be assessed and given a Service Report that informs you how many customers you've lost, or how many people have resubscribed to the local rag. But it doesn't stop there... Tuesday dawns and it's off on another paper round.

Sound like fun? Why not try and get your hands on one of 50 copies of *Paperboy* that Elite's giving away in our tremendous compo — and they're just the runner-up prizes! Just wait till you hear what we've got up for grabs for the lucky winner — an amazing Vektar electronic bike.

The Vektar is the street machine of the future — a bike with a difference. Not only is it stylish, sleek and speedy but it's got its own on-board computer that'll calculate your speed, mileage and total distance travelled. It also sports a sound generator bank that can produce eight different street sounds and an in-built radio so you can boogie while you ride.

So, what do you have to do to rideaway with one of these fabulous dream machines? It's dead easy — just answer the three questions below — and you've got a one in three chance of getting it right even if you don't know the answer.

1.
Which one of these appears in the original arcade Paperboy?
a. *A burglar*
b. *Burt Lancaster*
c. *Rupert Murdoch*

2.
In which film did all the bikes take to the sky?
a. *Alien*
b. *E.T.*
c. *The Wild Women Of Wonga*

3.
Where is the Tour De France held?
a. *Kualalumpur*
b. *Cyprus*
c. *France*



RULES

- *You can get on yer bike if you're an employee of Sportscene Specialist Press or Elite.*
- *Entries must land on our doormat by June 30th 1986.*
- *No messing with the Street King unless of course you wear bicycle clips.*

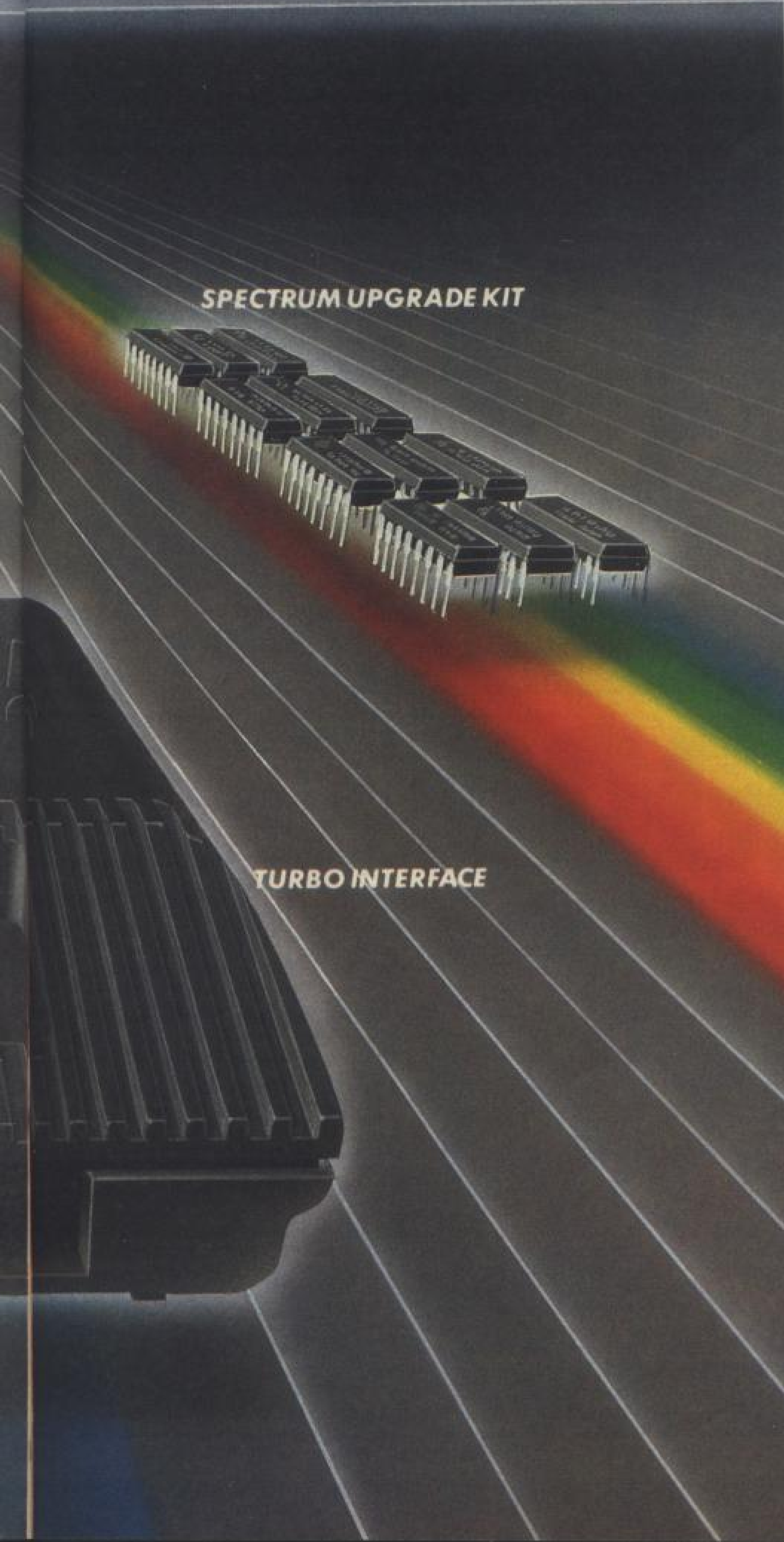
Fill in the coupon, or a photocopy, and send it to On Yer Bike Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

Here're my answers to your dead-simple questions — it was as easy as falling off a bike.
Name..
Address..
....
....**Postcode**..................
Q1.............. **Q2**.............. **Q3**..............

We'll take you beyo



ond the Spectrum.



Four great new add-ons from Ram, Number One in everything for the Spectrum...

TURBO INTERFACE – NEW LOW PRICE

Our unique Turbo Interface outperforms any Spectrum interface – it works with ROM cartridges, 2 standard joysticks, and there's a full expansion bus at the rear. The Turbo supports Kempston, Protek and Interface 2 software and loads from a cassette – or instantly from a ROM cartridge. It really makes the most of the Quickshot II's fast action, and with its unique power safety device and a new Reset button, it's even more amazing value at just £18.50.

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The famous Quickshot II is the top games joystick, with a sleek trigger fire button for quick reactions, an auto fire switch for continuous shooting and a new, improved grip. Revolutionary built-in stabilising suction cups mean a sure, firm grip – a snip at £9.95.

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Boost the power of your Spectrum, or Spectrum +. This Kempston-compatible interface gets the most from your games – electrify your enemies with real power and lightning-fast reactions right under your fingertips. Costs just £9.95.

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If you've a 16K Spectrum micro, this handy and inexpensive add-in kit boosts the RAM memory to a powerful 48K, so you can run the latest and greatest software, the most exciting games around – and expand your own programming possibilities! Only £21.95.

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To: Ram Electronics (Fleet) Ltd (Dept YS), Unit 8, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants GU13 0RE. Credit Card hot line: 0252 850085. (Access & Visa).

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_______ Spectrum Turbo Interface(s) at £18.50

_______ Quickshot II Joystick(s) at £9.95.

_______ Spectrum Interface(s) at £9.95.

_______ Spectrum Upgrade Kit(s) at £21.95.
(Please state issue 2 ☐ or 3 ☐)

+£1 per order P+P (£3 Overseas) **TOTAL £**

☐ I enclose cheque/postal order ☐ charge my Access/Visa

Expiry Date___/___/___

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RAM

Trade and export enquiries welcome



Saboteur
THE MAP



GEORGE AND THE DEADLY METEOR

PROGRAM POWER

PULL-OUT

GEORGE AND The dEaDly METEOR

by Philip Garkin

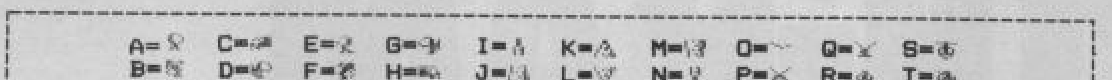
What a great game! It's not easy to write a hundred screen arcade adventure in Basic, let alone one that plays as well as this little number.

You're George, our Space Hero, sent on a do-or-die mission to explode a deadly Meteor that's heading for the Earth. Eight men have already died in the attempt to destroy the monster, by laying pieces of a bomb throughout its many caves. Now you must collect the bits of that bomb and prime them on the bomb-pad hidden somewhere in the caves. Then B-O-O-M! You've saved the Earth!

Your mission isn't made easier by the many alien lifeforms that inhabit the caves. If they reach your air hose they'll bite through it and sap your air supply. You'll discover six teleports that'll assist you in your quest by whisking you off to other parts of the caves.

Happy Blasting!

All the graphics characters you'll need are listed in the key below. Why not cut it out and keep it by you as you type in the listing. To save it simply type SAVE "George" LINE 1.




```
   1 REM
   2 LET hi=0
   3 INK 7: PAPER 0: BORDER 0: C
LS : GO SUB 9980: LET l=2: GO SU
B 9990
   8 FOR i=0 TO 110 STEP 5: PLOT
 OVER 1; INK 7;i,102: BEEP .01,5
: FOR g=1 TO 5: NEXT g: PLOT OVE
R 1; INK 7;i,102: NEXT i
   9 PRINT AT 19,9; INK 6; FLASH
 1;"THE BEGINNING"; INK 4; INVER
SE 1;AT 21,10;"PLEASE WAIT"
  10 GO TO 9000
  49 REM ****DIRECTION OF GEORGE
****
  50 IF k>=3 THEN LET k=3: RETUR
N
  60 IF k<=2 THEN LET k=1: RETUR
N
  80 IF k=1 THEN LET k=2: LET b=
y-1: RETURN
  90 IF k=3 THEN LET k=4: LET b=
y+1: RETURN
  99 REM ****GEORGE ROUTINE****
 100 FOR f=1 TO 2
 105 IF INKEY$=" " THEN GO SUB 3
00
 110 IF INKEY$="o" THEN LET y=y-
1: LET k=4: LET a=x: LET b=y+1:
GO TO 145
 120 IF INKEY$="p" THEN LET y=y+
1: LET k=2: LET a=x: LET b=y-1:
GO TO 145
 130 IF INKEY$="q" THEN LET x=x-
1: GO SUB 50: LET a=x+1: LET b=y
: GO TO 145
 140 LET x=x+1: GO SUB 50: LET a
=x+1: LET b=y
 145 IF x=0 THEN LET r=r-10: LET
x=18: LET a=x+1: LET b=y: GO TO
8000
 150 IF a=21 THEN LET r=r+10: LE
T x=1: LET a=x-1: LET b=y: GO TO
8000
 155 IF y=1 THEN LET r=r-1: LET
y=29: LET a=x: LET b=y+1: GO TO
8000
 160 IF y=31 THEN LET r=r+1: LET
y=2: LET a=x: LET b=y-1: GO TO
8000
 170 IF ATTR (x,y)=l OR ATTR (a,
b)=l THEN LET x=x1: LET y=y1: LE
T a=x1+1: LET b=y1: GO SUB 50: L
ET air=air-1: BEEP .01,40: GO SU
B 2500
 175 IF ATTR (x,y)=1 OR ATTR (a,
b)=1 THEN GO SUB 7000
 180 IF ATTR (a,b)=l THEN LET x=
x-1: LET a=a-1: IF ATTR (x,y)=l
THEN LET x=x+1: GO SUB 80: GO SU
B 2500
 185 IF ATTR (a,b)=6 THEN GO TO
2000
 190 PRINT AT x1,y1;" ";AT a1,b1
;" ";AT x,y;a$(k);AT a,b;b$(k):
LET x1=x: LET y1=y: LET a1=a: LE
T b1=b
 196 IF m=1 AND f=1 THEN GO SUB
205
 197 IF m1=1 AND f=2 THEN GO SUB
 250
 198 NEXT f: GO TO 100
 199 REM ****MONSTERS****
 205 LET s=s+(s<x)-(s>x)
 210 LET t=t+(t<y)-(t>y)
 220 IF ATTR (s,t)<>7 THEN LET s
=s1: LET t=t1
 230 PRINT AT s1,t1;" ";AT s,t;e
$(k1): LET k1=k1+1: IF k1=3 THEN
 LET k1=1
 235 IF s=x AND t=y THEN LET air
=air-5: BEEP .01,10: GO SUB 2500
  LET m=0
 240 LET s1=s: LET t1=t: RETURN
 250 LET u=u+(u<x)-(u>x)
 260 LET v=v+(v<y)-(v>y)
 270 IF ATTR (u,v)<>7 THEN LET u
=u1: LET v=v1
 280 PRINT AT u1,v1;" ";AT u,v;f
$(k2): LET k2=k2+1: IF k2=3 THEN
 LET k2=1
 285 IF u=x AND v=y THEN LET air
=air-5: BEEP .01,10: GO SUB 2500
: LET m1=0
 290 LET u1=u: LET v1=v: RETURN
 299 REM ****ZAP****
```



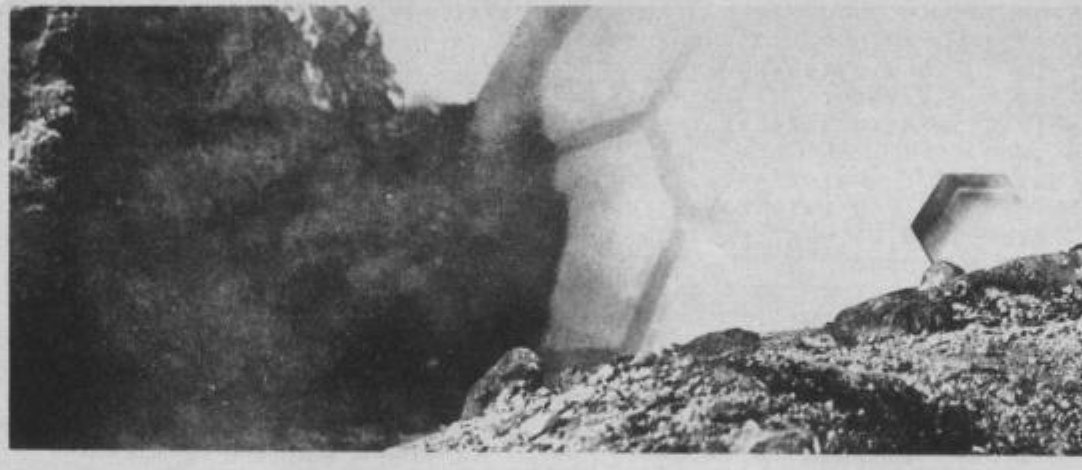
```
 300 IF y<4 AND k>2 THEN RETURN
 305 IF y>27 AND k<3 THEN RETURN
 310 GO TO 310+(5*k)
 320 FOR i=y+1 TO y+4: IF ATTR (
x,i)=l OR ATTR (x,i)=1 THEN GO T
O 1000
 321 NEXT i: PRINT AT x,y+1; INK
 5;"~~~~": FOR i=10 TO 0 STEP -1
: BEEP .005,i: NEXT i: IF m=1 TH
EN GO SUB 5000
 322 IF m1=1 THEN GO SUB 5050
 324 PRINT AT x,y+1;"    ": RETU
RN
 330 FOR i=y-4 TO y-1 STEP 1: IF
 ATTR (x,i)=l OR ATTR (x,i)=1 TH
EN GO TO 1000
 331 NEXT i: PRINT AT x,y-4; INK
 5;"~~~~": FOR i=10 TO 0 STEP -1
: BEEP .005,i: NEXT i: IF m=1 TH
EN GO SUB 5000
 332 IF m1=1 THEN GO SUB 5050
 334 PRINT AT x,y-4;"    ": RETU
RN
 999 REM ****HIT A ROCK****
1000 PRINT INK l;AT x,y;a$(k);AT
 a,b;b$(k): BEEP .01,30: LET air
=air-2: GO SUB 2500: PRINT INK 7
;AT x,y;a$(k);AT a,b;b$(k): RETU
RN
1999 REM ****TELEPORT****
2000 INPUT "DESTINATION 1 TO 6="
;d: IF d<1 OR d>6 THEN GO TO 200
0
2005 IF d=1 THEN LET r=1
2010 IF d=2 THEN LET r=10
2015 IF d=3 THEN LET r=46
2020 IF d=4 THEN LET r=91
2025 IF d=5 THEN LET r=100
2030 IF d=6 THEN LET r=101
2040 LET x=x-3: LET a=a-3: LET a
1=a: LET x1=x: LET b=y: LET b1=b
: GO SUB 50: FOR j=1 TO 3: FOR i
=1 TO 7: BEEP .01,i*6: PRINT AT
10,10; INVERSE 1; INK i;"TELEPOR
TING!": NEXT i: NEXT j: GO TO 80
00
2499 REM ****AIR LOSS****
2500 PRINT #1;AT 0,5; PAPER l;"
  ";AT 0,5;air: IF air<1 THEN GO
 TO 3000
2510 RETURN
2999 REM ****DIE****
3000 FOR i=1 TO 3: FOR g=0 TO 7:
 PRINT INK g; INVERSE 1;AT 10,11
;"GAME OVER!": BEEP .01,g: BEEP
.01,i: BEEP .01,g*i: NEXT g: NEX
T i: PAUSE 0
3010 IF sc>hi THEN LET hi=sc
3020 GO TO 9200
4000 PRINT #1; PAPER l;AT 0,20;s
c: RETURN
4999 REM ****ZAP A MONSTER****
5000 IF ATTR (s,t)=5 THEN LET m=
0: FOR i=0 TO 40 STEP 5: BEEP .0
1,i: NEXT i: LET sc=sc+100: GO S
UB 4000
5010 RETURN
5050 IF ATTR (u,v)=5 THEN LET m1
=0: FOR i=40 TO 0 STEP -5: BEEP
.01,i: NEXT i: LET sc=sc+100: GO
 SUB 4000
5060 RETURN
6999 REM ****GET A BOMB****
7000 IF bom=8 THEN GO TO 7500
7010 LET bom=bom+1: FOR i=60 TO
-60 STEP -6: BEEP .01,i: NEXT i:
 LET p(g)=0: PRINT #1; PAPER l;A
T 1,7;bom: LET sc=sc+500: GO SUB
 4000: RETURN
7500 FOR i=0 TO 50: BEEP .01,i:
BEEP .01,50-i: NEXT i: PRINT FLA
SH 1; INK 6;AT 20,10;"BOMB PRIME
D": FOR i=1 TO 200: NEXT i: PRIN
T AT 20,10; INK l;"██████████";
AT 14,4; INK 7;"        "
7510 LET bom=10: LET sc=sc+2000:
 GO SUB 4000: GO TO 100
7998 REM ****ROOMS****
7999 REM ****USE COLOUR CONTROL
CODES****line 8020 ink 2;line 80
21 ink 3;line 8022 INK 4; all sp
aces ink 7****
8000 LET x1=x: LET y1=y: LET a1=
a: LET b1=b
8002 IF r>70 THEN LET l=4: GO TO
 8009
8005 IF r<31 THEN LET l=3: GO TO
 8009
8008 LET l=2
8009 CLS : FOR i=1 TO 10: PRINT
AT INT (RND*6)+8,INT (RND*20)+6;
 INK l;"V": NEXT i
8010 FOR i=0 TO 4: PRINT AT i,0;
 INK l;"████████████████████████
████████": NEXT i: FOR i=17 TO 2
1: PRINT AT i,0; INK l;"████████
████████████████████████": NEXT
i
8015 GO SUB (8018+l): GO TO 8025
```

Lines 8020-8022 Here's an interesting technique. In these lines the graphics characters are input as 'control codes'. This is a neat way of getting colour onto your screen. Before you type in any graphics character within the quotes on these lines press Extended mode, then Caps shift + the colour you require. On line 8020 it's INK 2, on 8021 INK 3, and on 8022 INK 4. Totally ber-illiant.
To get back to black ink just type Extended mode, then Caps shift + 0.
All spaces are control coded INK 7.

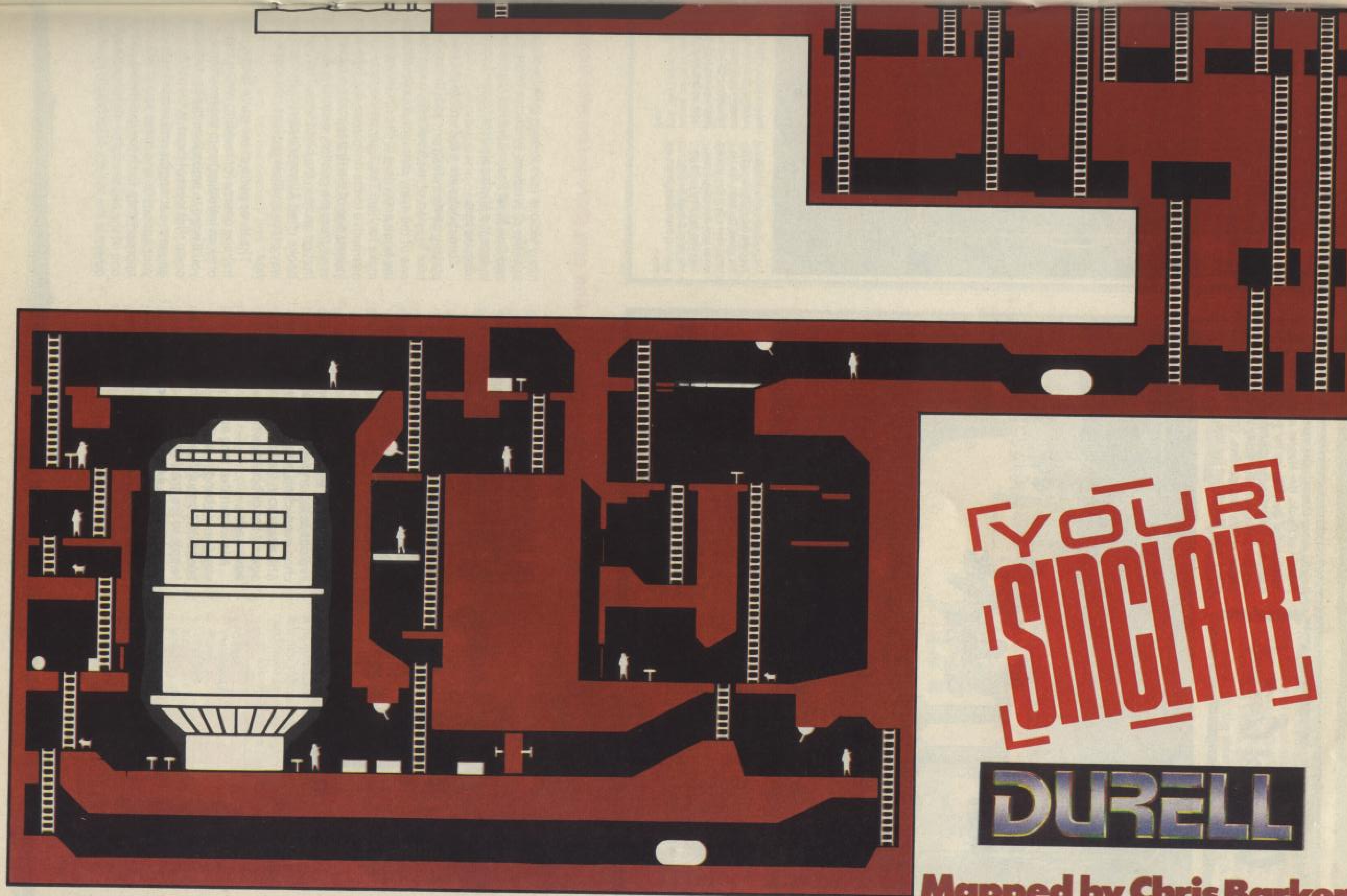
```
3020 PRINT AT 5,0;"\VAVAVAVAVAVAVV
VAVAVAVAVAVAVAVAVAVV V  V  VVV
VV  V V V  VV  V  V";AT 15,0;"A
AA  A  A  A  AAA A AA  AA A AA/A
/VAVAVAVAVAVAVVVAVAVAVAVAVAVAVA":
 RETURN
8021 PRINT AT 5,0;"\VAVAVAVAVAVAVV
VAVAVAVAVAVAVAVAVAVV V VV V VV
 V V VV  V    V  V V";AT 15,0;"A
A  A  A A A  AAA    A AA  A A A/A
/AAVAVAVAVAVAVVVAVAVAVAVAVAVAVA":
 RETURN
8022 PRINT AT 5,0; INK 2;"\VAVAVA
\VAVAVAVAVAVAVAVAVAVAVAVAVV VV V
V VV V    V VV V VV     V VV";AT 1
5,0;"A A A AA  AA    A AA AAA A
A A A/VAVAVAVAVAVAVAVAVAVAVAVAVAA
/AVAVA": RETURN
8025 GO SUB (8040+a(r))
8030 GO TO 8200
8041 RETURN
8042 GO SUB 8100: GO SUB 8110: G
O SUB 8120: GO SUB 8130: RETURN
8043 GO SUB 8110: RETURN
8044 GO SUB 8100: RETURN
8045 GO SUB 8100: GO SUB 8110: G
O SUB 8120: RETURN
8046 GO SUB 8100: GO SUB 8110: G
O SUB 8130: RETURN
8047 GO SUB 8120: GO SUB 8130: R
ETURN
8048 GO SUB 8100: GO SUB 8120: G
O SUB 8130: RETURN
8049 GO SUB 8110: GO SUB 8120: G
O SUB 8130: RETURN
8050 GO SUB 8130: RETURN
8051 GO SUB 8120: RETURN
8052 GO SUB 8110: GO SUB 8120: R
ETURN
8053 GO SUB 8100: GO SUB 8120: R
ETURN
8054 GO SUB 8110: GO SUB 8130: R
ETURN
8055 GO SUB 8100: GO SUB 8130: R
ETURN
8056 GO SUB 8100: GO SUB 8110: R
ETURN
8100 FOR i=4 TO 16: PRINT INK l;
AT i,0;"████": NEXT i: RETURN
```



```
8110 FOR i=4 TO 16: PRINT INK l;
AT i,28;"■■■": NEXT i: RETURN
8120 FOR i=0 TO 6: PRINT INK 7;A
T i,12;"          ": NEXT i: RETUR
N
8130 FOR i=15 TO 21: PRINT INK 7
;AT i,12;"          ": NEXT i: RET
URN
8200 IF r=41 THEN FOR i=7 TO 14:
 PRINT INK 2;AT i,0;"          ■"
: NEXT i: FOR i=1 TO 5: PRINT IN
K 5;AT 9+i,0;d$(i): NEXT i: IF b
om=10 THEN GO TO 9910
8210 IF r=1 OR r=10 OR r=46 OR r
=91 OR r=100 OR r=101 THEN PRINT
 AT 13,14; INK l;"■  ■";AT 14,14
;"■■■";AT 13,15; INK 6;"■■";AT
11,14; INK 7;"     ";AT 12,14;"
  "
8220 IF r=101 THEN PRINT INK l;A
T 8,14;"■■■": FOR i=9 TO 12: PR
INT AT i,14; INK l;"■";AT i,17;"
■": NEXT i: PRINT INK 1;AT 14,4;
 INVERSE 1;"BOMB PAD": IF bom=8
THEN PRINT AT 8,14;"    ": FOR i
=40 TO 45: BEEP .01,i: NEXT i
8240 FOR i=1 TO 8: IF p(i)=r THE
N PRINT AT 10,15; INK 1;"●": LET
 g=i
8245 NEXT i
8250 PRINT #1;AT 0,0; PAPER l;"
AIR=           SCORE=
BOMBS=         HIGH=            "
;AT 0,5;air;AT 1,7;bom;AT 0,20;s
c;AT 1,19;hi
8255 LET m=0: LET m1=0
8260 IF RND>.45 THEN LET m=1: LE
T s=INT (RND*6)+8: LET t=INT (RN
D*20)+6: LET s1=s: LET t1=t: LET
 k1=1: IF ATTR (s,t)<>7 THEN LET
 m=0: GO TO 8260
8270 IF RND>.45 THEN LET m1=1: L
ET u=INT (RND*6)+8: LET v=INT (R
ND*20)+6: LET u1=u: LET v1=v: LE
T k2=1: IF ATTR (u,v)<>7 THEN LE
T m1=0: GO TO 8270
8300 GO TO 100
8999 REM ****UDG'S ETC****
9000 FOR i=USR "a" TO USR "t"+7:
 READ j: POKE i,j: NEXT i
9010 DATA 28,50,49,49,30,12,28,1
18,118,123,124,92,46,70,44,14,0,
47,87,15,223,255,176,0,28,178,17
7,241,254,240,112,56
9020 DATA 56,76,140,140,120,48,5
6,110,110,222,62,58,116,98,52,11
2,56,77,141,143,127,15,14,28,0,2
44,234,240,251,255,13,0
9030 DATA 24,24,24,24,36,44,36,4
4,70,74,66,86,131,143,131,151,24
,24,36,44,74,66,151,139,139,151,
66,74,44,36,24,24,151,131,143,13
1,86,66,74,70,44,36,44,36,24,24,
24,24
9040 DATA 0,192,51,12,0,0,0,0
9050 DATA 129,66,36,24,60,102,12
6,0,129,66,36,24,60,24,126,0
9060 DATA 0,24,60,90,90,126,36,2
4,255,24,60,90,90,126,36,24
9070 DATA 126,92,62,79,95,127,62
,28
9100 DIM a(101): FOR i=1 TO 101:
 READ j: LET a(i)=j: NEXT i
9110 DATA  15,10,1,1,10,10,1,14,
4,14,2,2,4,14,13,12,6,8,3,2
9120 DATA 2,2,15,9,15,10,9,13,14
,2,5,13,7,7,9,5,13,3,2,2
9130 DATA 1,1,9,13,9,4,14,4,12,2
,15,10,11,1,7,14,2,15,10,9
9140 DATA 8,11,1,1,12,8,12,8,7,9
,8,1,1,10,3,8,1,11,7,9
9150 DATA 2,4,14,8,1,11,14,6,5,5
,13,1,11,12,4,1,11,11,1,3,16
9160 LET a$="£@29": LET b$="¶ø£%
": LET e$="XX": LET f$="@$"
9170 DIM d$(5,9): LET d$(1)="
   ■   ": LET d$(2)="       ■  ":
LET d$(3)="     ▄▀ ▙  ": LET d$(4)
="■■■■■■■  ": LET d$(5)=" ■■■■■■
  "
9200 CLS : PRINT INK 5;AT 0,5;"G
EORGE AND THE DEADLY"
```



```
9210 PRINT INK 3;AT 2,0;"  0    ▙
 ■■■■■■ METEOR ■■■■■■         ■
 ■■■■■■■■■■■■■■■■■■■"
9220 PRINT INK 4;AT 6,0;"  A DEA
DLY METEOR IS HEADING     TOWARD
S EARTH.EIGHT MEN HAVE    ALREAD
Y ATTEMPTED TO DESTROY    IT AND
 EACH LEFT A BOMB IN THE  METEOR
S DEADLY CAVERNS.GEORGE   IS MAN
KINDS LAST HOPE.COLLECT   THE BO
MBS AND THEN SET THE BOMB OFF.DO
 NOT TOUCH OR SHOOT THE   RADIOA
CTIVE ROCKS OR YOUR AIR   SUPPLY
 MAY BE EXHAUSTED."
9230 PRINT INK 6;AT 16,2;"BE A H
ERO AND SAVE THE WORLD"
9240 PRINT AT 19,0; INK 5;"
       KEYS                 O =
 LEFT         P = RIGHT     Q =
 UP          SPACE = FIRE"; OVER
1;AT 19,13;"____"
9250 PRINT #1; INVERSE 1;AT 0,8;
 INK 6;"PRESS S TO START"
9260 FOR i=1 TO 2: FOR g=1 TO 15
: NEXT g: PRINT AT 2,2;e$(i);AT
2,29;f$(i);AT 18,2;f$(i);AT 18,2
9;e$(i): NEXT i: IF INKEY$="s" T
HEN GO TO 9600
9270 GO TO 9260
9500 PAUSE 0
9600 LET r=41: LET x=10: LET y=1
0: LET a=11: LET b=10: LET k=1
9610 LET sc=0: LET air=100: LET
bom=0
9660 DIM p(8): GO SUB INT (RND*4
)+9670
9665 FOR i=1 TO 8: READ j: LET p
(i)=j: NEXT i: GO TO 8000
9670 RESTORE 9710: RETURN
9671 RESTORE 9720: RETURN
9672 RESTORE 9730: RETURN
9673 RESTORE 9740: RETURN
9710 DATA 15,17,31,38,43,69,71,95
9720 DATA 7,9,13,27,54,57,82,88
9730 DATA 16,31,45,48,51,58,75,8
9
9740 DATA 2,13,19,36,49,63,90,95
9910 FOR i=14 TO 7 STEP -1: PRIN
T AT i,9;" ": BEEP .1,i: NEXT i
9920 FOR i=29 TO 6 STEP -1: PRIN
T AT 12,i;"9■ ": FOR g=1 TO 10:
NEXT g: NEXT i
9930 FOR i=1 TO 9: PRINT AT 9,0;
" ": FOR f=1 TO 5: PRINT INK 5;d
$(f)(i TO 9): NEXT f: BEEP .01,5
: NEXT i
9940 CLS : GO SUB 9980: LET l=2:
 GO SUB 9990
9950 FOR i=110 TO 0 STEP -5: PLO
T OVER 1; INK 7;i,102: BEEP .01,
5: FOR g=1 TO 2: NEXT g: PLOT OV
ER 1; INK 7;i,102: NEXT i
9955 FOR g=1 TO 3: FOR i=2 TO 6:
 LET l=i: GO SUB 9990: BEEP .01,
g*i: NEXT i: NEXT g
9960 FOR i=1 TO 8: BEEP .01,-10:
 BEEP .01,(i*5)-20: PRINT INK 6;
 OVER 1;;AT 9,15+i;"■";AT 9,14-
i;"■";AT 9+i,15;"■";AT 10+i,15;
"■";AT 9-i,15;"■";AT 8-i,15;"■":
 NEXT i
9965 LET l=0: GO SUB 9990: PRINT
 AT 18,15; OVER 1; INK 6;"■";AT
0,15;"■";AT 9,24;"■";AT 9,6;"■"
9970 PRINT AT 19,12; INK 6; FLAS
H 1;"THE END": PAUSE 0: GO TO 30
10
9980 FOR i=1 TO 30: PLOT INT (RN
D*255),INT (RND*175): NEXT i: RE
TURN
9990 PRINT INK l;AT 8,14;" ▄■ ";A
T 9,14;"■■■";AT 10,14;" ▀■ ": RET
URN
```

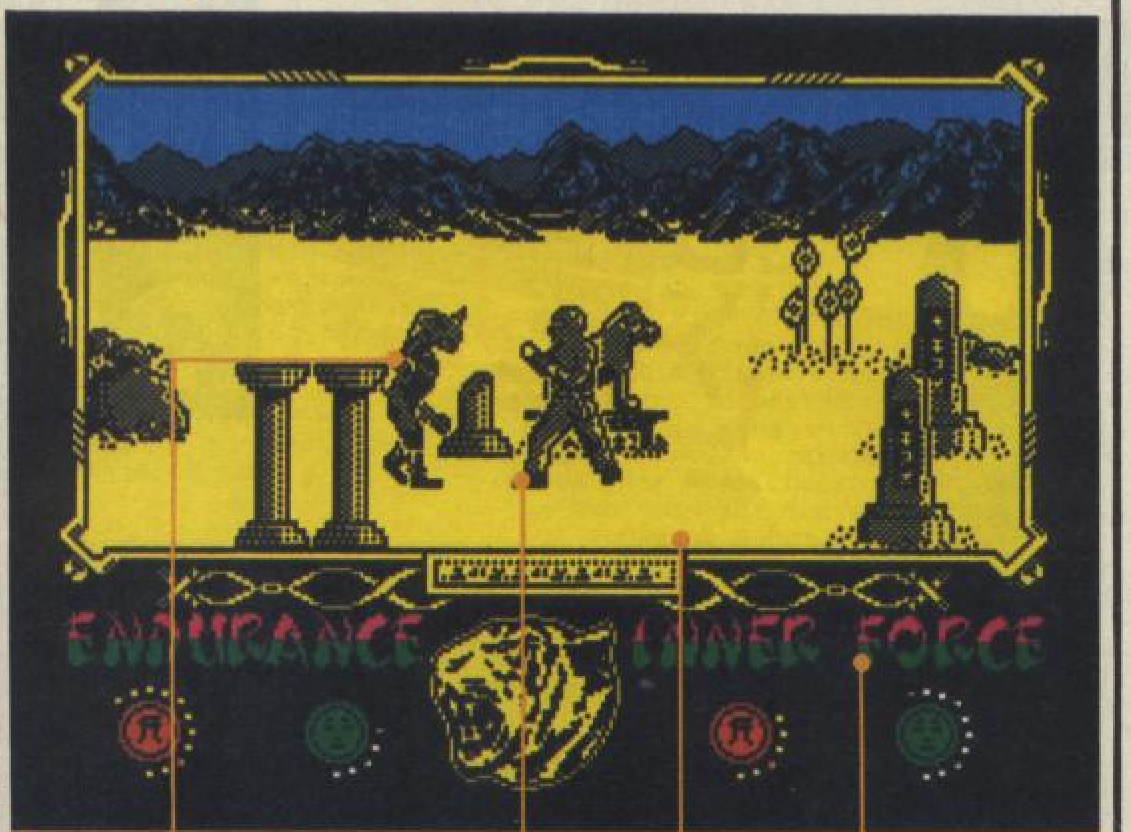


Mapped by Chris Barker

●Illustration: Mark Watkinson

Unarmed Combat

As you roam through the gardens of the Temple of Rock, the Master unleashes a multitude of foul beasts for you to defeat. You have no weapons, just your bare hands and the power of your Inner Force against ninjas, spirits and goblins. Oh yes, there is a giant, too! Watch out for him.



There are a broad range of adversaries in this game — at least four or five different types on each scenario. The Rhino man and the Shape changer are the most deadly at this stage of the game, though the giant must be the hardest to beat.

If things get too close for comfort, you can employ the amazing backward leap, taking you back several yards. A useful tool in your repertoire, and your best defence.

A still picture doesn't really do justice to the 'trigeminal' scrolling, but the effect really enhances the sensation of depth of vision. You can peek over things when you jump up which comes in quite handy if there's something hiding behind a rock.

Use the Force! Your Inner Force is the source of your power as a ninja, so you must employ defensive as well as offensive tactics. Try to prevent your opponent's blows landing on you, for if your Inner Force reaches zero your training ends here...

Pole Fighting

On ga ac Te sta pro co



The complexity of the animation in this game comes into its own on this screen. The ducks, fish and turtles have a life of their own and can be quite distracting. If you can't keep your mind on the job, why not go through the game, watching these effects before you play.

Make no bones about it, the skeletons are deadly. The big u creatures you'll come across a trolls and though they're tough, they're not very quick. Your fel ninjas are here too, but don't th you can pull the old school tie trick. They'll kill you if you let them.

The pol slippery your luc often — drink. K certain i the tumb

YOUR SINCLAIR MEGAGAME

There are ways and there are Ways. And now there is Gremlin Graphic The

tiger tiger

Here we go again — in martial arts combat against the forces of evil. So how does this new contender stand up against its rivals in the martial arts/ninja arena? What makes this game a chop above the rest? How does it play, and what does 'trigeminal' scrolling mean? Let's take a look...

The new game is the first in a series of translations of *The Way Of The Tiger* solo role-playing gamebooks to an arcade format. You take the role of Avenger, a powerful ninja warrior, and control his exploits in the ancient world of Orb. You chop every chop, swash every buckle and Ahh every so in the valiant ninja's battles against the dribbling hordes of evil adversaries.

It is written that long ago a young boy was found abandoned on the mystical Island of Tranquil Dreams at the gates of a temple to the great god Kwon. A monk called Naijishi, a Grand Master of the fighting arts, took the boy in and became his foster father. He taught him all he knew, of combat and wisdom. Soon the time of testing approached, when he had to face many vicious foes to earn the title Ninja, Speaker of Wisdom, Protector of the Weak, and One Most Powerful. After that he had to face the Master Naijishi himself, for the ultimate test.

Gamebooks are a spin-off of the role playing game industry — *you*, the reader, take the part of the book's hero and follow one of the many different courses through the book according to the decisions you make for him. The *Tiger* books were an alternative to the dragonslaying type, and indeed one of the first to make a move away from the goblins, wizards and orcs that go grunt in the night type. The *Tiger* books chart Avenger's adventures and, by way of the multiple choices, decide his fate.

The three parts of the game form a training course for budding ninjas, and offer an introduction to the techniques you'll need to embark on the adventures to come. Not least of these is the ability to gauge the strengths and weaknesses of your opponent, and order your attack appropriately. Each foe is different, and one of the big strengths of this game over others is the variety of techniques you

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Once you have beaten the demons in the garden, you must cross the slippery log across the river. On the other side is the Temple, but between you and your objective stand skeleton wraiths and trolls. You must prove your mastery of the staff if you wish to continue your time of testing.



The pole is not only narrow, but slippery too! It's unwise to push your luck by jumping back too often – you'll surely end up in the drink. Keep your footing and make certain it's your enemy that takes the tumble.

The overhead block is your best defence on the slippery pole. It's a good plan to advance on your opponent as you beat him back, gaining yourself a bit of leg room. If in doubt, duck. No dumbo, not the feathery things, I mean duck out of the way!

Sword Fighting

Having passed through the garden and across the river, you must now take on the warriors of the Temple itself. You must prove your worthiness in the eyes of Kwon by mastery of the samurai sword. But even as you defeat your last foe, the Master awaits, for he is to administer the final test.



The owl is an omen of good. It flies over your head to land on a post in the foreground. This has to be one of the best non-essential graphics ever seen in a game. It flies, lands, blinks and turns its head before flying off again.

As you thrash the lifeblood from your enemies, life goes on as normal on the mystical Island of Tranquil Dreams. Traders shift their wares from place to place, pausing to rub their hands; old women trundle past pushing wheelbarrows, stopping to scratch their heads. Moral: don't stand near old ladies.

We're into ninjury time here! The combatants you face in the Temple grounds are your fellow ninjas, plus a tankful of tiger-headed temple guards. They are the most deadly warriors you'll have faced in your test so far. When you've beaten them, you must face your own master, Naijishi, a true master of the sword.

The Head Splitter has to be the best move! You thrash the sword straight down onto somebody's head, chopping it in two. Bleurgh! Once again, employ defensive moves to conserve your Inner Force – duck, hop back and block to avoid the blows of the evil warriors.

The Way of the Tiger. ***Speaker of Truth Phil South chops his way through this king of combat games.***

must use to beat them.

Some are short and stubby goblins. Some are giants whose very footfalls make the ground tremble. Some are spirits who float above the ground and cast a deadly fluence over you. It's this variation of attack that makes the game interesting — in most other games of the genre one repetitive move will usually see you through. You have to master *all* the moves and deploy them with great care to become a true master.

The range and quality of the animation in the game are first class. I'm told that a four person team worked solidly for seven months to produce the multifarious animated effects, taking in not only the main characters, but the scenery and background characters too! All of them exhibit amazing lifelike movement.

Take for example the ducks swimming peacefully on the lake behind the pole fighting, or the fish that arches out of the water and plops back in again. And the owl in the sword fighting scenario that flies from the middle distance right in to the front of the screen where it lands and revolves it's head right round before flying off again. With such interesting things going on in other parts of the screen, it's sometimes difficult to concentrate on the job in hand.

Another thing that sets this game head and high kicks above the mob is its 'trigeminal scrolling'. What this means in practice is that when you jump up, you see things from a slightly altered perspective. You can peer over foreground objects and take in details of the background.

Although this might sound a bit ho-hum to you, the effect it has on the 3D is quite startling. This is shown to its best during the samurai sword fighting sequence, where the scene is depicted as seen through the eyes of the master Naijishi himself. The screen moves around as he moves his head to take in different parts of the action.

The whole game takes up about 148K of memory. Yes, I know you've only got 48K in your little button box! The code is loaded in sections, giving you what amounts to three complex and different games on two cassettes, multiloaded through user-friendly menus.

Is it a hit? (Take that. THWACK!) Ahh so!

BEST OF THE REST.

Way Of The Exploding Fist (Melbourne House) — One move or defence will usually get you through this game. The two player option is nice if you want to fight your friends. *Tiger* wins out from a strategy point of view.

Yie-Ar Kung Fu (Imagine) — Very much the arcade game, but then it is a conversion of the coin-op fave. Not very credible as a martial arts simulation. Range of characters similar to *Tiger* but lacks the sophistication.

Sai Combat (Mirrorsoft) — *Way Of The Tiger* has pole fighting as just one of its scenarios, so it has more action. Like *Fist* this one suffers from having just one scenario, and once again a single repetitive move will usually get you past all comers.

Game .... *Way Of The Tiger*
Publisher .... Gremlin Graphics
Price £9.95
Joystick .... Kempston
Keys .. W—up, X—down, A—left, D—right, SPACE — fire. Plus diagonals and many sub-functions with fire.

Graphics
Playability
Value for Money
Addictiveness

9



B·B·B·BOUND TO BE A HIT...
"10 levels of fun make this torture excellent value for money. Nova rating. Definitely one of those 'just another go' games. Game of the month February" – Computer Gamer
"The most compulsive game I've ever played. If you don't buy it you'll never know what you've missed." says Gary Penn, Zzap! 64. Gold Medal Award. 97% overall.
CBM64/128 CASSETTE £9.95 DISC £12.95
SPECTRUM48K CASSETTE £7.95
AMSTRAD CASSETTE £8.95 DISC £13.95
MSX CASSETTE £8.95
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HACKING AWAY

New hacks, new cracks, new POKEs and new jokes in the new look Hacking Away from ZZKJ. Welcome to his initial column.

Timber! Chris Wood's been hacked down (And not a moment too soon. Ed) so now it's up to me to present your POKEs and hacks as they come flooding in. I'll do my bit by printing as many as I can. And don't forget you'll get an amazing YS badge if you get a letter printed. Is that incentive or what?

SKOOL DAZE

Here's a short routine for Skool Daze that's been sent in by **Arnaud Linnet** *of Belgium. It'll alleviate your writer's cramp when you have to type in all the lines you're given by the nasty teachers. Just type in the program and save it for future use. Put Skool Daze into the tape recorder and then Run the program. You'll then be told to start the tape player and press a key — the title screen should've loaded in less than a minute. If the screen clears after the game's loaded you'll have to rewind the tape and start again.*

```
10 CLEAR 30000: LET S=0
20 FOR N=32943 TO 33124
30 READ A: LET S=S+A
40 POKE N,A: NEXT N
50 IF S<>19308 THEN PRINT
  "CHECKSUM ERROR": STOP
60 PRINT "START TAPE"
70 POKE 33072,0: RANDOMIZE
  USR 32962
80 DATA 221,229,241,214,12
8,254,2,56,3,221,117,204,1
7,23,0,221,28,24,174,33,25
5,90,17,254,90,1,255,26,54
,0,237,184,17,0,128,33

90 DATA 86,5,1,175,0,237,1
76,33,80,128,54,225,46,126
,54,225,46,113,54,227,46,1
21,54,237,46,146,54,11,46,
158,54,0,46,116,34,128

100 DATA 128,46,141,34,38,
128,34,45,128,34,117,128,4
6,145,34,23,128,34,60,128,
34,70,128,34,142,128,33,39
,129,34,9,128,49,128,129,2
21,33,0,64,17,10,0,62,255,
55,195

110 DATA 0,128,62,254,221,
174,255,32,148,50,168,128,
17,246,63,205,83,128,221,1
26,255,254,2,32,132,221,33
,0,0,17,185,0,205,83,128

120 DATA 221,33,186,128,62
,38,50,136,128,27,205,112,
128,58,245,255,238,116,32,
224,50,55,118,50,236,247,1
95,224,94
```

Thanks for that Arnaud — a badge is on its way.

SABOTEUR

Zillions of people have sent in POKEs for Durell's Saboteur so here's the best of the bunch. First, **David Watson** *from Clarkston has submitted this POKE for an everlasting clock: POKE 47009,0: POKE 47010,0: POKE 47011,0.* **Darren Watson** *of Leyland provided this POKE for infinite energy: POKE 46558,0 and* **John Marriot** *of London sent in this POKE to stop the clock: POKE 46998,0. John also wrote this little piece of code that'll allow you to enter the POKEs. Simply type it in and add the POKEs at the end of line 5. Run it and play the game tape from the start.*

```
1 CLEAR VAL "25200": POKE
VAL "23659",0
3 LOAD ""CODE : LET L=USR
VAL "64036": LOAD ""CODE V
AL "16384"
5 LET L=USR VAL "64036": L
OAD CHR$ 22+CHR$ 0+CHR$ 0C
ODE
7 LOAD ""CODE : POKE 23659
,2: LET L=USR VAL "63975"
```

You can use as many of the POKEs as you feel like but it'd be pretty pointless letting the clock tick forever and stopping it at the same time. But I'm sure all you trainspotters out there would've spotted that in no time.

ROBIN OF THE WOOD

This is more our style, a genuine POKE supplied courtesy of **Mark Bailey** *of Newbury. All you've got to do to use it, is rewind the game to the beginning, type in Merge and press Enter. Start the tape and when you get the OK message stop it. Type in 1035 POKE 49111,0 and press Enter. Then type GOTO 1000 and start the tape again. Easy, eh?*

TAPPER

Jeffrey Belt *from Stockton-on-Tees sent in this infinite lives program for US Gold's Tapper. Type it in, Run it and if it doesn't come up with 'Data Error', play the game tape from the start.*

```
10 CLEAR 65535
20 LET T=0:FOR N=23296 TO
23395: READ A:LET T=T+A:PO
KE N,A:NEXT N
30 IF T<>9545 THEN PRINT "
DATA ERROR": STOP
40 RANDOMIZE USR 23296
100 DATA 237,91,83,92,42,8
9,92,43,205,229,25,6,3,197
,221,33,128,91,17,17
110 DATA 0,175,55,205,86,5
,193,16,240,42,83,92,237,7
5,139,91,205,85,22,42
120 DATA 83,92,237,91,143,
91,25,34,75,92,221,42,83,9
2,237,91,139,91,62,255,55,
205,86,5,42
130 DATA 83,92,17,244,3,25
,235,33,92,91,1,8,0,237,17
6,33,0,0,34,66,92,62,1,50,
68,92,201,13,197,245,90,28
,23,2,213
```

Cheers, Jeffrey — I'll drink to that one. But now from the beer glass swinging days of the Wild West to the future . . .

PROJECT FUTURE

Here's a POKE for Micromania's Project Future *from* **Martin Powell** *of Port Talbot that'll give you 255 lives. Merge in the Basic loader in the same way as you did with* Robin Of The Wood, *edit line 1 and insert POKE 30147,255: before the PRINT USR 31000. Then just Run the program and restart the tape.*

PANZADROME

Fill up your tank with **Andrew Cope***'s program. Type it in and Run it. If all goes well you should get the 'Start tape and press a key' message. At this point put a blank cassette in the tape recorder and Save off the code. Reset your Speccy and type in: CLEAR 24599: LOAD "PANZ-C" CODE 24000: RANDOMIZE USR 24000. Now play the piece of code that you've just saved and when that's loaded, put the game in the recorder and fast forward it past the Basic loader. Then simply load the game — your tank should now have all the accessories fitted. Prepare to go a-Romelling.*

```
10 LET T=0:FOR N=40000 TO
1E9
20 READ A:POKE N,A:LET T=T
+A: IF A<>27 THEN NEXT N
30 DATA 221,33,64,156,17,0
,28,55,62,255,205,86,5,33,
64,156,17,0,64,1,99,27
40 IF T<>1648 THEN PRINT "
DATA ERROR":STOP
50 LET T=0:FOR N=N+1 TO 1E
9:READ A:LET T=T+A:POKE N,
A:IF A<>19 THEN NEXT N
60 DATA 237,176,221,33,24,
96,17,232,159,62,255,55
70 DATA 205,86,5,62,1,50,5
7,100,205,24,96,195,3,19
80 IF T<>2675 THEN PRINT "
DATA ERROR":STOP
90 SAVE "PANZ-C"CODE 40000
,102
```

BOUNTY BOB

C Soesan *and* **J Pulled** *of Deptford sent in all the entry codes for Bounty Bob. These are: ABC, IHB, LTO, JDP, MLB, DVJ, OAQ, PHH and XNR. Thanks guys.*

Well, I seem to have got through my first column without too many problems. All I need now is for you to send me more hacks, POKEs and short routines. Send them to ZZKJ, Hacking Away, YS, 14 Rathbone Place, London W1P 1DE. Byeeee!

HACK OF THE MONTH

ROLLER COASTER

Here's a really brillo routine for Roller Coaster *that was written by yours truly — well I did say it was brillo. All you do is type it in, Run it and play the game tape from the beginning. Lo and behold you have infinite lives.*

```
10 PAPER 0:INK 0:BORDER 0:
CLEAR 24831
20 LET LIVES=10:FOR N=6451
2 TO 1E9:READ A:IF A<256 T
HEN POKE N,A:NEXT N
30 LOAD ""CODE
40 POKE 64172,195:POKE 641
73,0:POKE 64174,252
50 POKE 64276,14:POKE 6427
7,252
60 CLS:RANDOMIZE USR 64070
70 DATA 9,253,124,254,250,
48,3,253,115,0,8,195,175,2
50
80 DATA 62,LIVES,50,76,152
,50,131,143
90 DATA 62,33,50,242,142,6
2,195,50,27,143
100 DATA 195,60,140,999
```

If you want more of a challenge omit line 90. You can then control the number of start lives by altering the number after 'LET LIVES=' statement in line 20. Have fun!

All letters win a YS badge

QL
NEWS & REVIEWS

Give your QL a little exercise — from the delights of *Supercharge* to the pains of *Scrabble*, Max Phillips has a finger on F1 . . .

All quiet on the QL front? Not quite — it's just you can't hear for the din of rescue workers digging the YS team out from a mountain of QL review stuff. Asked for it I s'pose. But, as usual, the news comes first . . .

• GraphiQL, *the highly regarded drawing package from Talent (now being sold as Sinclair's own* QL Paint*), has a new cousin. Talent (on 041-552 2128) is about to release* TechniQL, *a £49.95 2D CAD package. Yes, it's got all the usual drawing facilities but because it's a serious design package, it also works on a drawing much larger than the QL's screen. You scroll around your design and zoom into sections of it to work on the details you want. Just like a pro CAD package, you can define a library of predefined shapes and symbols (components and so on) to use in building up a design. Sounds like Talent's getting the best from the QL — and giving it new business applications at the same time.*

• **So, we shouldn't forget Talent's *Assembler WorkBench* which should be in the shops by the time you read this. Oh no, not another assembler you cry! Well at £25 for a complete integrated development system including editor, assembler, debugger and disassembler, I don't think you should be complaining — watch for a review soon!**

• *Ours is an* ICE *mouse, ours is. Eidersoft reckons it's setting the standard for QL mice with its mouse version of* ICE. ICE *is a desktop-style front-end for QDOS, that lets you manage your QL using the latest in trendy icons. The new version incorporates a three-button mouse and interface directly into the* ICE *cartridge. And, the company claims, it's much smoother than the 'control-code' mouse and desktop program* EASE, *from German supplier ABC Elektronik. In fact, they reckon it's so good that they're releasing software details to all other QL software houses and even magazines so that other producers can support it. The complete mouse package, including Mouse,* ICE, *and the* Artice *drawing package will cost £89.95 — phone Eidersoft on (0708) 852647.*

• ***Come in Aquanaut 471 your time's up. I know we keep mentioning Microdeal's fabulous arcade/adventure but we're dying to see it and now we can — it should be on the shelves right now.***

• Don't forget that *YS* wants to do for the QL what we've done for the Spectrum — and that's more than think of a silly name for it. So if you've got any ideas, comments, hints, tips and so on, get 'em in the letters page before it fills up with raving loonies. (*Who are you calling a raving loony? Ed*) And if your company does QL stuff, you know what you can do with it, don't you? . . .

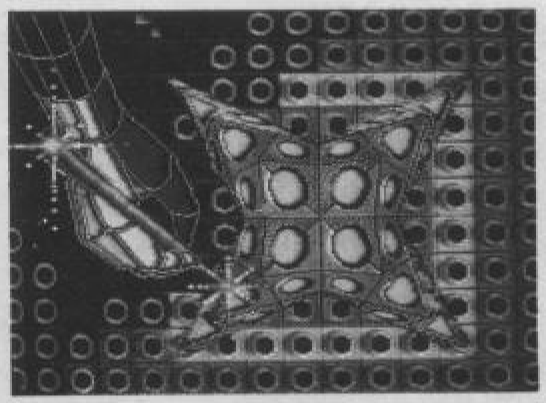
. . . write to: QL News, YS, 14 Rathbone Place, London W1P 1DE.

QL PAINT

Sinclair's own drawing package for the QL is a thinly disguised version of Talent's *GraphiQL* — the QL equivalent to the Speccy's *Melbourne Draw.* Sinclair has put it in dinky little ring binders covered in surplus space-age illustrations and has added a user-friendly menu system to the program.

Paint works in TV mode and provides all the usual facilities such as rubber banding, lines, circles, fills, copying, mirrors and so on plus an excellent 'doodle-pad' on which patterns can be defined and then used as brushes in the main picture.

The menus are pretty cryptic but you've got the option of learning two-letter shortcuts for everything and you're probably better off using them. Overall, it's probably still the best graphics package on the QL but all those pixels still scare the life out of me. The program comes with two Talent loading screens that'll blow your socks off. But I reckon they probably took longer to draw than it did to write the program ...



FAX BOX

Title	QL Paint
Publisher	Sinclair Research
Phone	(0276) 685311
Price	£24.95

WD JOSS

JOSS is one of those manager programs from the QL's best known 'back-page' advertiser. Using a joystick (or, if you've got time, the cursor keys), you can select files from a window, delete them, print them, run them, copy them and so on as well as format tapes, set the clock and that sort of thing. The idea is to save you from the perils of SuperBasic syntax, cutting down on re-typing and disastrous mistakes.

It does do what it says but ... it doesn't sit around in memory while you're working so you tend to use it only when there's a lot of tidying up to be done. Version 1.1 isn't error-trapped so it falls over if there's no tape in a drive or if your printer has gone for a walk (and I know it could be because it's written with *Supercharge* — just COPY MDV1_JOSS_EXE TO SCR_ ...). And, for Troubleshootin' Pete's sake, you need different versions for floppies and microdrives! Even the random collection of SuperBasic freebies doesn't make the price seem worth it.

FAX BOX

Title	Joss
Publisher	WD Software
Phone	(0534) 81392
Price	£15

QL/APL

APL is one of the dirtiest words in computing. Brand yourself a freak, wear your underpants on your head, buy a Sigue Sigue Sputnik record. Tell people "I program in APL". But there's no hiding the fact that it is one of the most potent languages around and this complete implementation for the QL is nothing short of awesome.

It's a highly interactive language that works a bit like Forth; you build new functions into the language by defining them in terms of existing ones. It's mostly used for number-crunching but it's also quite happy manipulating data or doing fantastic graphics. APL knows all about arrays and tables so quite often you can do with one command what would take lines and lines of loops and counters in Basic. This makes it ideal as a 'super-calculator' for tackling one-off complicated jobs that you'd otherwise need to spend days programming.

This version takes full advantage of the QL's hardware — from spectacular graphics to RS232 comms. The manual is clear, full of examples and has a little tutorial. In short, this is a real APL environment and is ideal for anyone wanting to learn the language.

Of course, it won't be worth twopence to many of us — it can't produce stand-alone programs, it's not that good for writing adventures or *Son Of BJ Strikes Again* games. But for people who use APL in their work or at university, even on an unexpanded QL, *QL/APL* is unrivalled.

If you're feeling adventurous, all you need to do is choose which version you want — you can get the real 'squiggle' APL which uses strange hieroglyphic characters and needs keyboard stickers — and a taste for the perverse. Beginners might prefer the version with English-like keywords. And don't forget that its inventor only called it APL ("A Programming Language") to avoid being beaten up by the inventors of other languages. It used to be called TPL ...

FAX BOX

Title	QL/APL
Publisher	MicroAPL
Phone	01-622 0395
Price	£99.95

SUPERCHARGE

Sick to death of negative reviews of QL software? Don't put your head in a Microdrive yet — this one is dangerously close to being a completely over-the-top raver. And I must point out that *this is real* and has *no connection whatsoever* with *Arcade Dream*. So, here we go — this is probably the first program that really shows that you can do things on a QL that you can't on other machines.

And you thought it was just a Basic compiler. Well, yes it is — it allows you to write in comatose old SuperBasic, using all those fancy procedures and constructs and then transform your program into something that looks and runs like hand-written machine code. And the results are a million miles from the legendary not-quite-there Basic compilers that inhabit Spectrums.

Supercharged programs run fast enough to be of commercial quality. Indeed, a number of QL software houses are already using it — all you need is a one-off £250 licence from Digital Precision and you're allowed to sell any programs you produce with *Supercharge* without further royalties.

They are also genuine EXECable QDOS jobs. So you can write real multi-tasking programs in Basic — anything from interactive character adventures to GEM-style desktop front-ends for QDOS. An unexpanded QL can happily run three or four small Supercharged programs in the background with ease — you can even sit there and use SuperBasic while they're going. I can't even think of another computer that lets you do that!

Supercharge isn't wholly compatible with SuperBasic — there are things that a compiler needs to know about a program that an interpreter doesn't. But making a few changes before compilation is pretty easy — and you'll rapidly get used to writing for the compiler and just using SuperBasic for testing and designing.

Most of the differences are for the better. *Supercharge* calculates and displays to nine sigfig whereas SuperBasic only displays to seven. The package also comes with a set of very useful extensions which may be used both in compiled programs and with SuperBasic. These deal with job-handling, free memory and so on and are necessary if you're going to be involved in multi-tasking.

Best of all is a function, DEVICE STATUS, which lets you test if the printer is ready, if a particular file already exists, if there's no tape in a drive and so on. This is vital in producing robust programs and quite hard to do yourself — even in machine code.

Performance of compiled programs is simply dramatic. Digital Precision quotes speed increases up to 100 times faster than SuperBasic. Ahem ... it's pushing it — expect around five or six times on a little QL and at least twice that if you've got a big one.

I'd like to say that the compiler is a doddle to use as well. Compile-time errors are handled with clear messages and a run-time failure comes back with an approximate line number. The only compiler directive is a special REM statement to make the compiler generate in-line code rather than using repeated calls — an option that'll increase the size of the code but in some cases produce even faster results.

So all you've got to do is load up your SuperBasic program, MERGE MDV1_SUPERCHARGE, give a name for the machine code file and say whether you want a listing or not. Dead simple. Or it would be if there wasn't a Lenslok. I know that it is the ultimate in protection but I still have trouble with the damn things. It's a pain for games players but for busy programmers ... aaargh!

There's a big A4 manual with a fair share of jokes and lots of self-congratulation but fortunately everything you need to know as well. At £60, it's a crying shame that we can't all afford it but it's a complex chunk of software and it doesn't compare badly with other compilers. But even if you don't get one, it should do you good. It could just be the final spark that sets the QL software scene alight. Rave enough for you?

FAX BOX

Title	QL Supercharge
Publisher	Digital Precision
Phone	01-527 5493
Price	£59.95

SCRABBLE

Playing *Scrabble* is always a nerve-wrecking experience. As a small kid I used to knock the board off the table. When I grew up, I chucked dictionaries at people. Now I just split-up with girlfriends over it. I hated it when this program beat me on a Speccy. And now it's back again in a QL version with an expanded dictionary and the power of a baby 68K behind it. Fear. And loathing.

It turns out not to be so bad at all. It's the same professionally produced program — it looks really pretty and is simplicity to use. You can have up to four players, any or all of which can be the QL. And there are eight levels of play. But there's enough wrong with the game for me not to be too offended. It says it knows all the 2,3 and 4 letter words in the world and you're warned that some of them are 'obscure and unusual'. So much so that there's a few I still haven't managed to find in any dictionary. Besides, it challenges 'Zen' — hardly an obscure play.

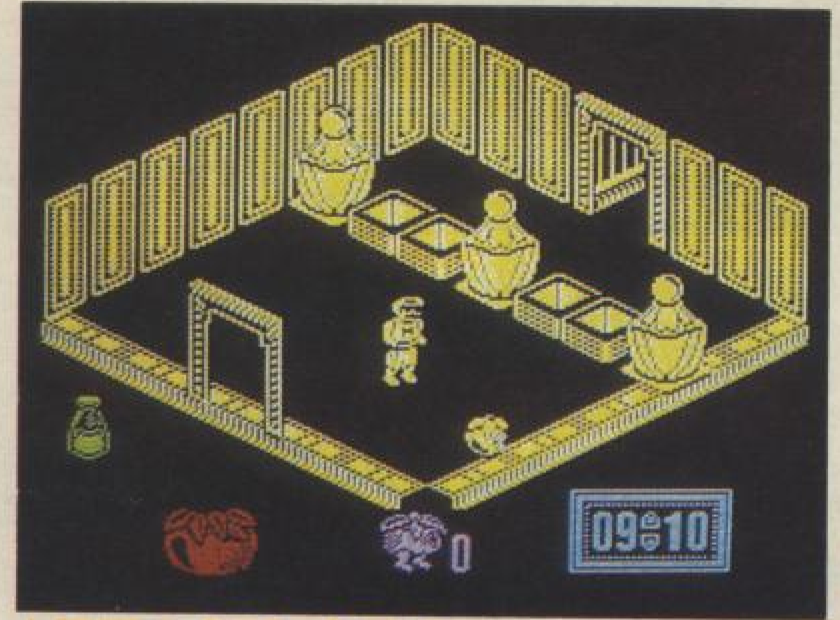
What I really disliked though is the tight game it plays on the higher levels — constantly trying to build up blocks of two letter words and not playing for the corners. This is not a very sporting style. Besides, it means the program often gives all the triple-words away making it easy to win. So I can't complain — it's a classic game, a classic program and it's longer-lasting than most games tapes. But experienced *Scrabble* players may find it a bit of a toy. Then again, maybe I'm just a bad loser.



FAX BOX

Title	Scrabble
Publisher	Leisure Genius
Phone	01-935 4662
Price	£14.95

◄MORE SCREEN SHOTS ON PAGE 30



ATTACK OF THE KILLER TOMATOES

Global/£7.95

Rachael At last a game that reveals the true danger of tomatoes. Yes, tomatoes, I say. And you thought they were virginal little vegetables, didn't you? Well, they're not! They're rampaging fruits and this proves it. Ever wondered about the colour of those red skins, eh? Oh, the Kremlin's certainly behind this one.

The hero, Wimp Plasbot, employee of the Puritron Processing Factory, has only eight and a half hours before the menace can ketch-up with him. This booby works from nine till five (thirty — sorry, Sheena) and attempts to rid the plant of plants. Can pure-hearted Plasbot purée the peril in this pulp pandemonium? Only you can decide.

Looking like an Ultimate offering — doesn't everything nowadays? — though without quite the polish, this extremely silly offering is more in the style of *Sweevo's World* — though it also lacks the lunatic logic of that game. The red menace takes various forms. Easiest are the little bouncing tommies (even sounds like commies, huh?) which can be stunned with a lotta bottle — there's enough power to nix seven of them before you need to seek a recharge. Bang into one then pick it up and carry it to the press before the purée bottle at the bottom of the screen empties, otherwise time will fly forward by half an hour.

The walking killer tomatoes pose more of a problem, because contact means instant demise for all you Wimps out there. You'll need to stun them during their perambulations but I can't tell you how — just remember the Beatle's Max and all will go well. With the killer tom reeling you can now push him into a hole, but beware — if he comes to, it's back to the start for you.

The third type of tomato is big and static so it shouldn't prove too much of a menace providing you can master the controls which are of the rotate and walk forward variety.

If this all sounds like too much for one day, then it is. However, finding time cards will give you what every boss has always wanted — longer working hours. You'll have to take the punch card to a time clock and these may be a bit difficult to find — most of them look like two blocks in the centre of a room.

The colonization of the Processing Factory is well under way and you'll find walls of tomatoes that have to be hurdled and some carefully judged leaps are needed if you're to suck-seeds from the pulpy peril. That said it's probably a simpler game to get to grips with than many of the Ultimate type, being rather less cryptic. Fun though, and in converting the film nominated Worst Vegetable Movie of all time Global has created a tie-in far better than the original deserved — and far better than many superior films have received!

Graphics
Playability
Value for Money
Addictiveness
8

PING PONG

Imagine/£7.95

Rick If you've spent hours watching the telly wondering how those inscrutable Chinese whizz the little white ball over the net with such speed, then here's the chance to have a go yourself. Like the English cricket team you'll start by having the ball fly by without laying a bat on it.

Despair not, though. This isn't one of those fiendishly unmasterable games. Nor is it one of those silly simulations where all the money's gone into producing a pretty copy of the original sport but a cop-out of a computer game. Any resemblance to table tennis is purely co-incidental (which is why I presume Imagine has used the slightly pejorative *Ping Pong* as a title). What you actually get is a pacy and competitive game that hones up your reflexes.

On-screen you see a table, net and a small segment of crowd. Glad to see most of the screen is used for game play not pointless packaging. You never see players — just bats — so it's a bit like playing the invisible man. Still, there's no 'arm in that, and you can see he's got no tricks up his sleeve! The first to 11 points wins the game (not 21 as in the real Chester Barnes) and the best of three games if using the two player facility. If on one player mode and you beat the computer (oh! lucky person! — though not impossible) then you move up to the next level of difficulty; there are five in total. There's dead groovy music, offset by manic cheering more appropriate to a McGuigan fight.

But don't let that put you off your stroke: you have three of them — smash, drive and cut. There's no spin or second serve or dimple controversy, but all shots are playable off back or fore hand (and I'd stand more chance with four hands). The computer always ensures the bat's in the right place — your job is to play the appropriate shot and get the timing right. The computer varies its speed (watch out for floaters and no giggling at the sound effect), angle and form of shot constantly, so there's no chance of predicting what'll happen.

But if you persevere and learn the basic skills, you can get yourself embroiled in some sweaty situations requiring a pretty whippy wrist action. I wish you well — it's a smashing game.

Graphics
Playability
Value for Money
Addictiveness
8



C.O.R.E.

A'n'F Software/£8.95

Luke Imagine you're Andrew Angello, a space hero, searching the asteroid Eroc 1 for whatever nameless horror is destroying all of its inhabitants. Too late, all 720 personnel are dead before you get there ... so what does any normal person do? Go home — mission unsuccessful. Oh no, not Andy, he mutters to himself, 'This is going to require skill, speed and brains', and treks off in search of danger and the missing segments of the colony's computer that, once pieced together, will tell the whole story of the sad fate of the ex-personnel.

Eroc 1 is what they call a Deep Asteroid Mining Project, or DAMP, which is just a bit of technical jargon to explain the fact that this game has 1000 different rooms to explore, 250 on each of four levels. Yes, we're talking big here — but don't start searching for a massive piece of paper straight away, my first few hours with *Core* revealed about 30 rooms... Yes, you've guessed it, this is not a game you're going to finish in an afternoon!

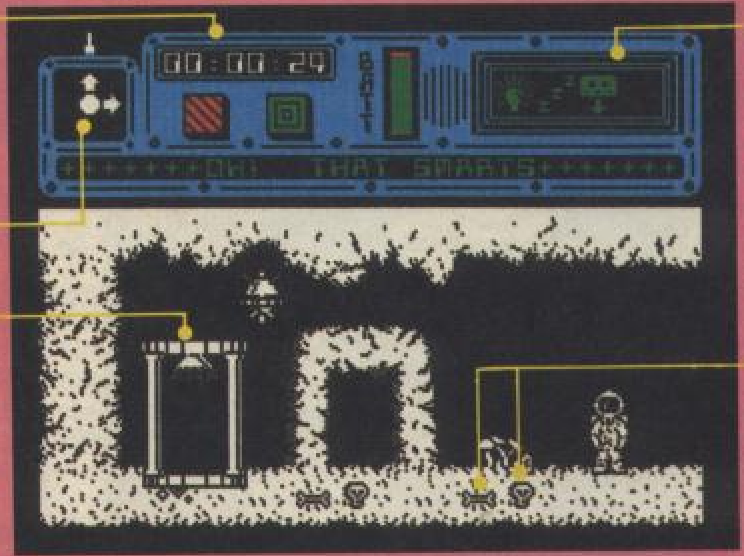
The mines are split up into small sections, each containing a small number of chambers. You travel between these via teleport devices or doorways.

Moving left and right around the chambers, the first thing you notice is that the fire button

If you really want to know how long you've been playing the game, this is the best place to look. Of course, looking at your wristwatch might put things in a wider perspective but...

This window shows you your possible route from any particular chamber.

Travel by teleport! They take about three seconds to operate, dump you directly in the path of a nasty so there's no way of avoiding it, leave you very little time to exit the machine before it's zapped you back to where you came from, and drain your batteries. Pretty neat, huh?



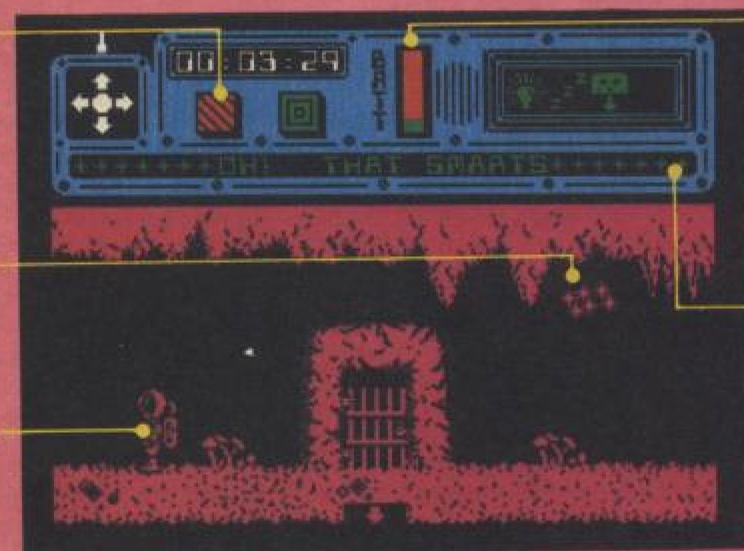
Here's the Icon Menu which has four different display functions — it can act as a control panel, allow Andy to perform different functions via the Fire button, show the number of back-up batteries available and, lastly, show the items Andy has collected on his travels.

What a load of Junk! Or is it? Some of these objects are extremely useful. Most handy is the spade, which can be used to dig up hidden items, and the gun...

This red flashing button allows you to toggle the 'Direction Indicator' window when you've found some of the missing parts of the computer's memory, so that you can see how many you've got at any one time.

The nasties aren't all deadly — they just drain your batteries on contact. They make the screen flash too ... which is pretty neat!

Say hello to Andy. He's the one who decided to take you on this madcap whirl around the deadly 1000-chamber mines of Eroc 1.



Each time you zap through the teleport, Andy's battery pack drains a bit lower ... and you have to pick up the batteries you find strewn around the mines if you're going to survive. If you let them get down low, you can't see what on earth's going on, it's so dark. Great!

When you try and pick something up, this display tells you what you have just pocketed. It also comes up with unhelpful rubbish — such as 'Watch out' and 'Are you trying to kill yourself?' after you've just been zapped.

MAX HEADROOM

Quicksilva/£9.95

Rachael Hello. You're going to read lots of reviews of this game by people pretending to be Max Headroom — stuttering a lot, talking about golf shoes, that sort of thing. Well, I'm not. You see, my name's Bryce and I invented Headroom. I also invented an electronic parrot. It squawks.

For some reason everybody seems most impressed with Headroom, even though he's just a box full of wires and a stolen personality. Edison Carter, the guy I stole the personality from, is the only one who isn't too thrilled. He wants his personality back and he's willing to resort to theft so steps have been taken. The floors of the Channel 23 building are now patrolled by robot guards. And if that wasn't nasty enough I've brought my trigger-happy employees Breugel and Mahler out of retirement.

Carter will try though. But first he has to master the lift, typing in code letters and numbers on a seven bar matrix which is as simple as the ones in a digital watch but seems to cause humans of average intelligence no end of trouble. There's also another code, a not-so-simple Simon in reverse, to take control of a floor.

Once Carter is free to run around the Executive Level he's going to search the ten floors for bits of a hexadecimal code that are hidden in the offices. You see how futile his task is? With my robot guards to dodge and time ticking away he doesn't stand a chance, even if he has mastered the security cameras and computers to warn him of the whereabouts of the patrols. He'll even waste time resting in the rooms just to recover a little strength.



If he manages to find the four pairs of digits — and I doubt he'll get this far — he can enter the Presidential suite on the 211th floor and get the master code that'll take him to my lab where he'll find Max. I believe he has to be in the basement by 6am to meet Theora, his controller. I hope she's prepared for a long wait because I've got a nasty little surprise waiting for him!

I will admit a sneaking regard for the games designers at Quicksilva though. Their visual displays are rather good and though the codes aren't too difficult to break it can get quite frantic running around searching offices and waiting for lifts — which is always quite bad enough without armed thugs on your trail. And they promise a special reward for those who reach the basement before the deadline — a moving, talking Max on a home micro, created without my help! Now that I would like to see! Perhaps I'd better play the game again. Now how do I create the letter E on this matrix?

Graphics
Playability
Value for Money
Addictiveness
9

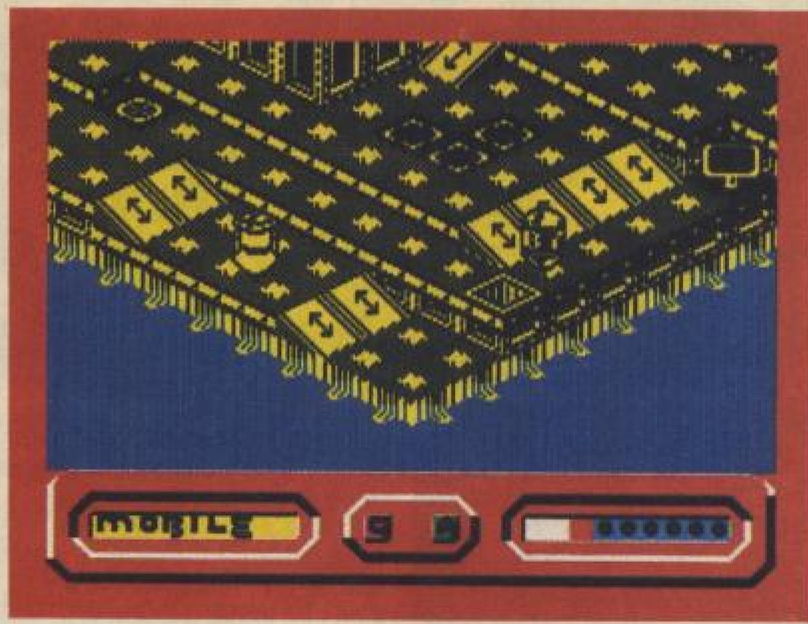
does not spit the standard 'death-dealing fire', but instead makes Andy bend down to pick up an object. Of course, once he's found a gun then things change — but, until then, you just have to dodge anything that looks deadly. A bit of a shame since virtually everything that moves is deadly, including the flying lightning clouds and sea-mines. Most of these objects just give Andy a shock and deplete his batteries if he touches them, but others, like the walking robot, kill him and that's that!

Core is a lot of fun, and very addictive. Success is not that easy, but when you do get a break there's an overwhelming feeling of having accomplished something — especially when you've wandered around the same old rooms wondering if A'n'F had pulled a fast one about the 1000 rooms when suddenly you notice another exit and there lurking off the beaten track are a whole load of objects to be picked up and a new maze of mines to explore.

Core can be frustrating if you're only into fast arcade-action extravaganzas, but I reckon it's one of the best mixes of arcade and adventure games I've seen for some time.

Graphics
Playability
Value for Money
Addictiveness
7

QUAZATRON



Hewson/£8.95

Phil You might as well ignore the fact that this game is supposed to be the Spectrum version of a 64 game called *Paradroid*. I mean, it's a whole different ballgame. Er, that's just a figure of speech, it's not a ball game...

The plot, for those of you wise enough not to have played the 64 version, revolves around a certain little droid called KLP-2, aka Klepto, assigned to deactivate the armies of hostile alien droids that inhabit the underground city of Quazatron.

Klepto disables the droids either by blasting them to their component atoms (crude but effective), pushing them off their programmed routes, ramming them if he's strong enough, or by 'grappling'. This is a process by which you take over the grappled droid's mind at circuit level, switching gates in his circuits until he relinquishes control.

It's totally brilliant! By far the most original scenario to pass before my eyes, and certainly the greatest all-round challenge. Don't get me wrong, I like games that involve blasting things to bits, but as well as the thrill of destruction I like a bit of strategy thrown in. Partly to justify my interest in wanton havoc, but also because it's nice to play a game that stretches more than your joystick. I like to be stretched all over ... but then I'm a bit pervy.

Graphics
Playability
Value for Money
Addictiveness
9

THE YOUNG ONES



Orpheus/£7.95

Gwyn Hi there, girly bastards — your starter for ten. What TV series featured bogies, lentils and a psychotic hamster? No, not *Emmerdale Farm* — though that was close — but *The Young Ones*, probably British TV's most wacky, alternative, offensive half hour... until the next most wacky, alternative, offensive half hour comes along. Still, it catapulted its four stars to fame and fortune and we all know what that means nowadays, don't we? Yup — a computer tie-in.

Quite how to convert the cult comedy show must've given somebody some sleepless nights, and Orpheus sensibly decided to go for the tastelessly squalid tone of the piece and the setting that we all know and love, the decrepit and decaying house. Once you've chosen which of the quartet you want to play, the idea is to leave your abominable abode. That means gathering your belongings together, and as nothing is ever straightforward, you'll probably need a whole lot of other things before you can finally say goodbye to the slum.

Let's take an example. Mike, the cool person, wants a five pound note. The roundabout way to the bluey is via Rick's piggy bank, subtly opened with an axe to obtain a 10p piece, then a quick phone call to sell Colonel Gaddafi (making his home micro debut, as far as I know) the bomb that's lying around in the kitchen and obtain a fiver deposit. Simple, see. Mike can then put his money in his suitcase, while Vyvyan prefers a bin liner, Rick a ruck sack and Neil a wheelbarrow.

But you can only be a young one once and while you're frantically running round the other three are also preparing to evacuate, moving things and possibly taking possession of all your worldly goods.

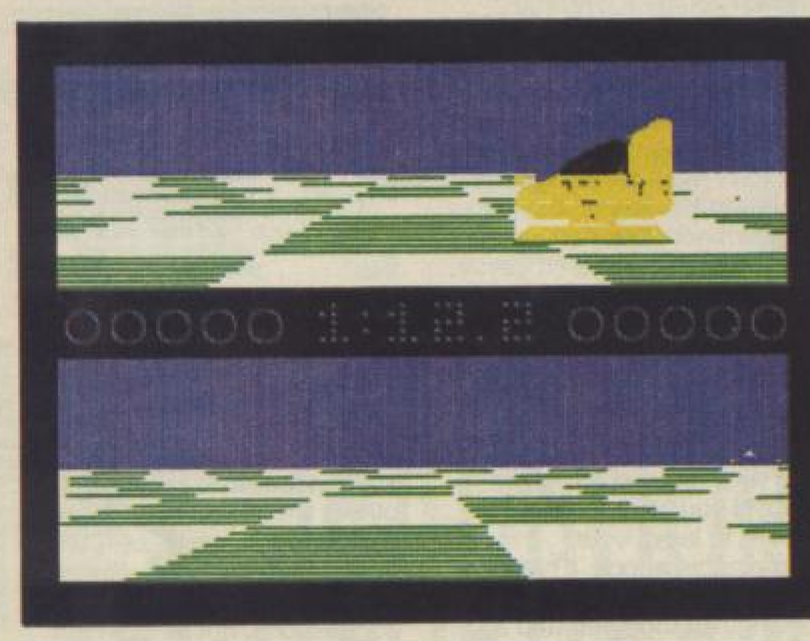
The other important aspect of the game is speech, which is via cartoon-style bubbles. The others will fill you in on what they're doing, while the Talk option from the control menu lets your character make suggestions, not all of which will be helpful as his artificial intelligence isn't infallible.

All the graphics are recognisable as are the details of the house. There are attribute problems, as you might expect, but they're not too objectionable. My main worry concerns gameplay. Though the whole thing is rather like a perverse Wally adventure it somehow lacks the charm — though why I should expect charm from *The Young Ones*, I don't know. If you're a fan of the series you'll probably love it, taking ever increasing joy in appearances from SPG, a chainsaw and a copy of Girlyfun magazine. But without that total devotion you may find it wears thin rather quickly. Speaking for myself, I found it all too close to real life to be funny.

Graphics
Playability
Value for Money
Addictiveness
7

BALLBLAZER





Activision/£7.99

Rick Funny, but the Ed's got me to review all the games with balls in this month. So what's *Ballblazer* got, apart from a load of balls? Ballderdash or Burrilliant? Well, the blurb goes on about it being an intergalactic sporting occasion beyond even the Freight Rover's Cup — mega-hype, yup but it's a mega-game, even if it is basically hi-tec 3D hockey.

Essentially you're on a grid (bound to be a Roto-foil!) with a goal at each end — it's curved so the goals are out of sight for starters. A ball, or plasmorb, is squirted into the centre in a kind of cosmic bully off. First off just go forward and you'll automatically catch the ball in your pullfield. Dribble round the droids and use the pushfield (fire button to you drongos) to score a goal in your attempt to become Masterblazer, no that's not Masterblaster!

Simple eh? Not so fast. For a start the goals shrink so you have to start with long shots (three points for a below the horizon shot, two points for a long one and one for Arsenal-type goal-hanging) if you're going to have at least a sniff at winning. But what makes it dead tricky is Mr Newton and his apples (and we're not talking Cox's pippins now) — 'cos every time you expend energy — especially when shooting — there's an equal reaction that'll leave you spinning like a pair of 501's in the cosmic laundromat. Not only will you be totally disoriented but it'll give your opponent, whether a humanoid or one of nine computer droids, the chance to blaze balls of their own. And brother, defending is a whole new ball game in its own right.

If that isn't whizzo enough for you the whole game is presented on a screen better split than a banana. It's a function I've not seen so profitably employed before. Each screen gives the individual antagonist's viewpoint. If you're a cross-eyed chameleon with a squint and Dennis Taylor's glasses you might just be able to view both simultaneously to locate yourself, opponent and goals on the grid. But, better still, when you're playing shoulder-to-shoulder two-up it gives a superb sense of cock-pit and dog-fight simulation.

So, though there are suggestions of other games and game types, there's nothing quite like *Ballblazer*. Go for it, and them. Those intergalactic balls of fire.

Graphics
Playability
Value for Money
Addictiveness
8

TAROT



Psychic Software/£5.50

Rachael Hey — wow — guys, look what I've got. It's this really magical tart program that allows you to read your own trot on the Spectrum, and who cares if the speling isn't all it could be — at least it's a positive alternative to killing all of those space invaders, guys. Guys?

Those who like such things will be better suited to deciding whether a computer-dealt nine card spread from the Minor Arcana is a valid method of divination, or just for the divvies. It all works efficiently enough, with the cards turning up one by one and an interpretation scrolling beneath them. Meanwhile music burbles endlessly and mystically away in the background.

Frankly I'd even have preferred the chance of a glimpse of Sam Fox's digitised doo-dahs, but then again, I always was a knocker when it came to matters mysterious. Those of a more gullible bent.... sorry, on a higher plane, can contact Psychic at 38 Dawn Walk, Liverpool L10 4YD, but as far as I'm concerned it's a load of old crystal balls.

Graphics
Playability
Value for Money
Addictiveness
5

YS/A'n'F COMPO

WIN A FANTASTIC PERSONAL HI-FI PLUS A COPY OF A'n'F's *CORE!*

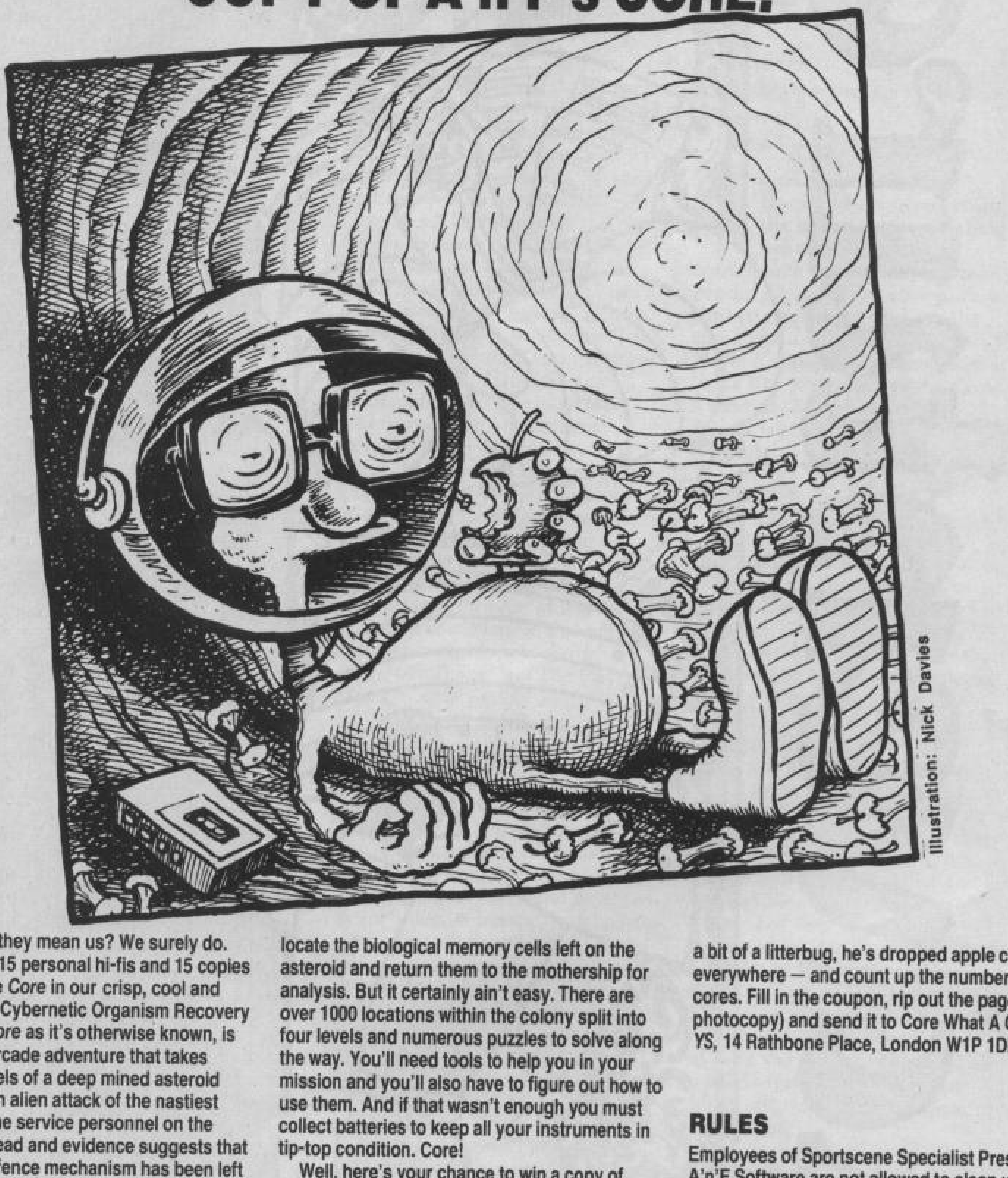


Illustration: Nick Davies

Core blimey, do they mean us? We surely do. A'n'F is offering 15 personal hi-fis and 15 copies of its latest game *Core* in our crisp, cool and crunchy compo. Cybernetic Organism Recovery Expedition, or *Core* as it's otherwise known, is an icon-driven arcade adventure that takes place in the bowels of a deep mined asteroid that's suffered an alien attack of the nastiest kind. All 720 of the service personnel on the settlement are dead and evidence suggests that some form of defence mechanism has been left behind by the aliens.

You play the part of Asteroid Andy who has been given the awesome task of entering the colony and finding out why. His mission: to locate the biological memory cells left on the asteroid and return them to the mothership for analysis. But it certainly ain't easy. There are over 1000 locations within the colony split into four levels and numerous puzzles to solve along the way. You'll need tools to help you in your mission and you'll also have to figure out how to use them. And if that wasn't enough you must collect batteries to keep all your instruments in tip-top condition. Core!

Well, here's your chance to win a copy of *Core* plus a fabulous personal hi-fi so you can boogie on the bus, twist on the train and get down almost anywhere! All you've got to do is have a butchers at the cartoon — Andy really is a bit of a litterbug, he's dropped apple cores everywhere — and count up the number of cores. Fill in the coupon, rip out the page (or a photocopy) and send it to Core What A Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

RULES

Employees of Sportscene Specialist Press and A'n'F Software are not allowed to clean up in this compo.
Entries must reach us by June 30th.
The Editor's decision is final and anybody found arguing with him will be told to take a walk, man!

Core! Asteroid Andy dropped..............apple cores. A litterbug or what?

Name..

Address..

....

....**Postcode**....................................

YS Adventures

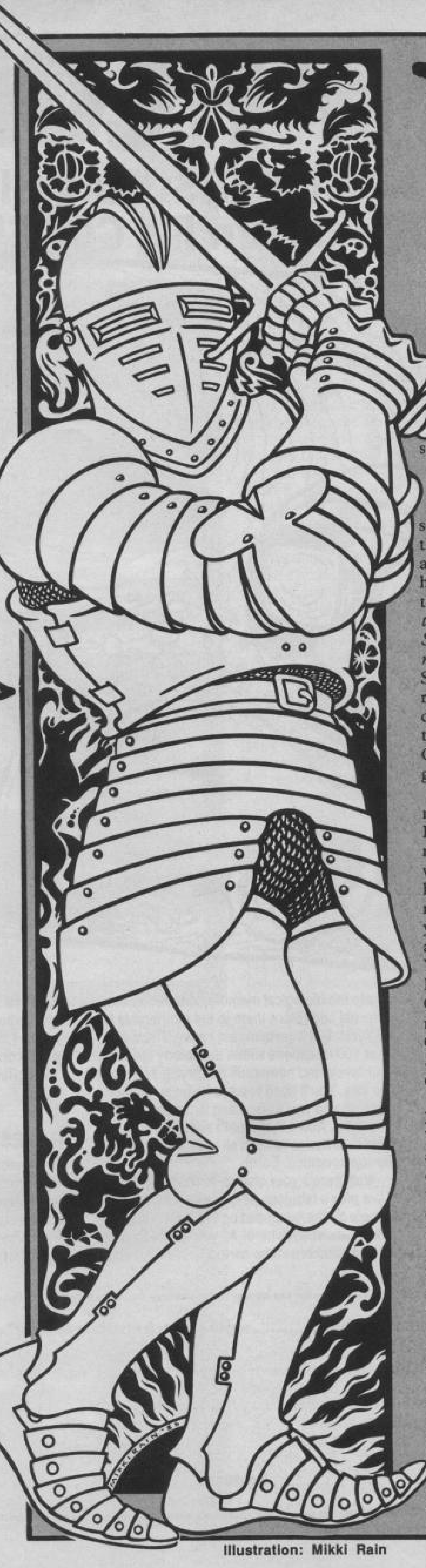


Illustration: Mikki Rain

I wonder how you're responding to the new-look adventure pages? Such is the adventurous process of producing magazines that I'm having to write the second one before the first one's appeared on the streets, so let me know what you think of it so far — and who said "Rubbish"? Several readers have already written in, however, knowing that the adventure section was going to be increased, and the main plea seems to be for more clues, maps and solutions. From now on clues will clutter up the columns, solutions will be sought and maps will be . . . well, mapped, I suppose.

Main mapper so far is **Sandy Duncan**, who has provided several beautifully drawn maps which I'd love to be able to reproduce for readers to see their intricate detail, but I don't know whether that's going to be technically possible. Sandy's yet another Scot (see *Kind Souls*), who's offered to help readers with problems on any of the following titles: *Sub-Sunk, Invincible Island, Magic Mountain, Colditz, Mountains Of Ket, Temple Of Vran, Smuggler's Cove, Golden Apple, The Helm, Spiderman, Velnor's Lair* and *Dungeon Adventure*. As Sandy says, "Perhaps some of my adventures are rather old and dated, but nevertheless I enjoyed doing them even if some of them are a bit slow and the save routine almost as long as the game tape!" Contact Sandy at 46 Woodlands Street, Milngavie, Glasgow G62 8NS.

Paul Chinnery of **Hornchurch** wrote, like many another, about escaping from the Goblins' Dungeon in *The Hobbit*, which is not surprising as my predecessor on these pages gave out a bit of wrong information on that — and just look what happened to him for it. The Editor shows no mercy, you know. Paul and others pointed out that you need Gandalf or Thorin to help you escape, and must ask them to WODNIW NEPO, then EM YRRAC, and finally WODNIW HGUORHT OG. In return for this information, Paul asks what the Gold Key is for. As far as I know, Paul, it does nothing except add to your collection of goodies. A Golden Key comes in handy in *The NeverEnding Story*, however, so maybe you should try and hang on to it till then.

Also able to dodge the Dungeon in *The Hobbit* is **David Morris**, 36 Langdale Avenue, Chichester, West Sussex, but he's having trouble getting home again. There are several routes, David, but the easiest seems to be to go to the waterfall and wait there for a while, and if you're very lucky a wood elf might arrest you, presumably because loitering by a waterfall is bad for the elf. But that should get you thrown into the Elvenknig's Dungeon, from which you will have escaped on your outward journey, so then go DOWN, through the Magic Door, and generally head westwards and home.

Ivan Logan of **York** has sent in several tips on *Lord Of The Rings*, too many to print in full, but among them is a bit of simple advice on getting through the tunnel: HCTAM A THGIL. And what to do with a plant pot: ENOTSFLE EKAT DNA TNALP EVOMER.

A bit more jiggery pokery from **Adrian Shaw** **Plymouth**, who gets as much pleasure from cracking programs as cracking the adventures themselves. Well, I know several people like that.

Adrian's target this time was *Mountains Of Ket*: "A little harder to crack but well worth the effort. When the game starts go east, east, north and then kill the man. When asked if you wish to escape, press 'Y'. After he's had another swipe at you and you're asked 'Which way?', use CAPS SHIFT+8 to jump outside the quote marks and then delete them. Now enter the line CHR$ USR 4867, which forces a jump to ROM, then ENTER, then RUN, and the program runs but the break protection disappears." If you then POKE 250 into 23323, 23324 and 23325, your abilities are then increased accordingly, which should make you a pretty fearsome opponent.

Stuart Lord of **Perth** asked how to get out of the Goblins' Dungeon, which he now knows if he's been reading carefully, but also asks how to find the ring. You can do it in four moves (if you know the right ones!) once you're outside the Dungeon, but the important thing is to save your game as soon as you've escaped as you can very quickly and easily get thrown back in again while you're mapping out the tunnels. Stuart also asks if there's a book which deals with the game. Well, it just so happens, Stuart, that I've written a book called *The Adventurer's Companion* with my brother, Peter, and that includes a solution and maps to *The Hobbit* and three other adventures. Only £3.95 from Duckworth, a bargain and an essential addition to every reader's library. (*This wouldn't be an ad by any chance? Ed*) There's also a book at the same price from Melbourne House which only deals with solving *The Hobbit*.

Steve Lodey of 5 Felix Road, Felixstowe, Suffolk IP11 7JD asks about completing the escape from Scarthorpe in *Urban Upstart*. Well, it just so happens, Steve, that I've written a book called *The Spectrum Adventurer*, which . . . oh alright, I can see the Editor's face turning red at these blatant plugs so I'll stop there, as it's not a pretty sight. Steve says he's read the book (he means the one in the adventure, not *The Spectrum Adventurer*, available from Duckworth at only £3.95), got the flying suit and the official papers, but can't find a way of making use of the airport. That sounds like you can't get into it, which means dealing with the official who stops you. The answer? REVIF A MIH GNUB. Steve also asks if someone can send him a few clues on completing the first part of *The Fourth Protocol*.

Still stuck in Scarthorpe as well is **Steven Mackie**, who's actually reached the aeroplane, inserted the key, read the book . . . but then crashes. The only missing ingredient seems to be: TIUS GNIYLF EHT. Amazing what you can find if you hunt round building sites. Steve offers help on *The Hobbit*, so if you're stuck send an sae winging its way to him at 19 Beattie Avenue, Aberdeen AB2 5AQ . . . another Scotsman! They're taking over, folks.

Okay then, let's see if a Scotsman can be the one to take up my challenge — which is to see who's going to be the first to finish in Level 9's *The Worm In Paradise*. This adventure's proving much more mega than *Lord of The Rings* or anything else around, as no-one yet has written in claiming to have completed it. That doesn't surprise me as it took me days just to start mapping the game out and even begin to think that I was starting to get somewhere. Then I came to the wretched colour codes of the transport system and almost fainted, though I think I've managed to figure them out now without the help of the program that Level 9's clue sheet gives you to deal with them. But still no solver of this stunner has come forward. So which of you worms is going to be the first into Paradise?

Hi ho, hi ho, adventuring we go with Mike Gerrard.

News

For those of you who like your adventures in Red Moon *style, complete with magic spells, news is that Level 9's follow-up to that game has just made its debut on 20th April at the Consumer Electronics and Computer Show.* The Price Of Magik *has even more spells to cast and creatures to try to control, and will also benefit from Level 9's new adventure system, first seen in* The Worm In Paradise. *This gives it an understanding of full-sentence commands for both you and the other characters, a modest 1000-word vocabulary and about 200 illustrated locations, with the graphics again being drawn using multi-tasking so that you needn't wait for them to finish before entering your text.*

As Red Moon *was voted 'adventure of the year' in several places, no doubt fans will already be drooling at the thought of this follow-up. The price of* The Price Of Magik *is set at £9.95.*

News from Level 9 for QL owners, too, though you've got a bit more waiting to do. The CES Show saw the preview, rather than the launch, of the exciting-sounding *Colossal Trilogy*, which Pete Austin describes as an "Infocom-buster . . . definitely the biggest adventure at the CES Show." The actual launch will be at the Amstrad Show on 31st May, and no, you haven't bought the wrong mag — the trilogy will be available on the Amstrad PCW and Atari ST machines as well as the QL, and all should be ready by the end of May.

As Level 9 regulars might expect, the trilogy will be made up of their Middle Earth titles: *Colossal Adventure*, *Adventure Quest* and *Dungeon Adventure*, and those three will keep anyone microdrivin' for months. Don't expect a straightforward QL version of these classic text adventures, as they're about to become classic graphics adventures, with over 600 pictures in total. The text has also been expanded, and the adventures are being enhanced by using Level 9's new programming techniques to allow for full-sentence parsers and a vocabulary of thousands of words. And you thought *The Price Of Magik* sounded mouth-watering! The cost of the trilogy will be £19.95, and it almost makes you want to go out and buy a QL in readiness.

A quick phone-call to Ocean to enquire about the whereabouts of their heavily-advertised *Hunchback — The Adventure!* produced only the information that it's being written by the same team that did *The NeverEnding Story* for them. It looks like it's going to be more a case of the NeverEnding Advertising, I think.

The young ladies of St Bride's were all of a dither recently over their adventure, *The Snow Queen*, which despite being reviewed wasn't exactly widely available. That problem has been sorted out, however, and now the game will be re-released in blazing June by Mosaic, the people behind *Erik The Viking* and *Adrian Mole*, amongst others.

The questing coleens have also been delving into adventure history and have brushed the dust off an ancient disk containing what they claim to be the prototype of the not-quite-original Crowther and Woods *Colossal Cave Adventure*. Called *The Very Big Cave Adventure*, an extremely sensible title, this has to be the only adventure that contains a box of dehydrated art critics, so goodness only knows what happens when you add the water to them. We also get a glimpse of that notorious dump, the small brick building, in living colour.

CRL is distributing this silliness for £7.95 from about mid-April, though April 1st would seem a more appropriate release date to me. Ian Ellery from CRL said: "The adventure starts off the same, more or less, but then . . . well you've really got to play it. It's the funniest adventure I've ever played, much funnier than *Bored Of The Rings* in my opinion. There are lots of the features from the original *Colossal Cave*, though nothing works in quite the same way. When you find the gilded cage early on, you can actually get into it yourself if you want, but it won't do you much good. The bird is in the caves too . . . well, sort-of." With lots of graphics as well, fans of the ladies will hardly be able to wait.

LOST SOULS

If you're going to get lost you might as well get lost in *Lord Of The Rings*, and that's a hard adventure to give help on because of its complexity and the plots and sub-plots and various characters and routes. For advice you really need someone who's played it through several times and is thoroughly familiar with the storyline and different options, rather than the rank amateur that I admit to being. Anyone who can therefore help show how to prove your courage and loyalty to the monk in the Blue Mountains, write to **Mr P. Smith** at **2 Redbrook Close, Heath Hayes, Cannock, Staffs WS12 5TY.**

To show we have a fine class of reader, this letter comes from **Dr Andrew Tobias, 216 Empire Road, Perivale, Greenford UB6 7ED,** but even Andrew's B.Med.Sci. and B.M.B.S. can't help him in trying to get help from Taciturn and the Spock-like Elf in *Lord Of The Rings*, he says. It's not often you can give a doctor advice, so does anyone want to take up the challenge?

Gary Reed of York has written in asking for help on the same adventure, and also *Valhalla* and *Sherlock*, but without saying anything more than the fact that he's finding them all very difficult. It's hard for me or anyone else to give tips when you've no idea how far the player's progressed, and doubly-hard on just about the three most complicated adventures around! You could spend half-an-hour writing down some advice, only for the person at the other end to take one look and say, "But I've done all that!" Try and be specific if you can, and meanwhile, Gary, either write back with definite questions or watch the various sections of the adventure pages to pick up clues that might be useful.

Simon O'Hagan of **24 Littlebridge Road, Moneymore, Co Derry, Northern Ireland BT45 7XX** wrote a while back, but his letter seems to have floated slowly across the Irish Sea in a milk bottle, as it's only just surfaced. Simon would welcome any tips on *The Hulk*, and needs to know how to get the boat in *The Hobbit*. For that you SSORCA EPOR WORHT then LLPU then TAOB OTNI BMILC. If you've got any further since writing and need different help, just write again, Simon.

Now for the never ending queries on *The Never-Ending Story*, and one reader's even taken to writing in rhyme. That's **Lynne Cooke** of **Thornton,** and if you think you're going to get an answer that's both rhyming and backwards, Lynne, you can think again. The problem here's a simple one: "find me the book." First find the ruined building, then HCRUHC EHT TUO KCEHC DNA TSAE OG.

Also lost in the *Never* regions is **Richard Astwood, 16 Chapel Lane, Ravenshead, Nottingham NG15 9DA.** How to enter the tower door? YEK DLOG EHT HTIW TI KCOLNU. And how to get past the old gate on the outside wall of Spook City? Read on, as **Richard George of Heswall, Merseyside,** wants to know how to get past the torturer: REBMAHC ERUTROT NI NIOC PORD. And how to get into part three: once you've dealt with the torturer, take the object you'll then find to the main gate of the City, then ROKLAF EKAT NYRUA EKAT TSAE OG HTUOS OG.

Finally a couple of problems which I'll have to hand on to you. Firstly on *The Fourth Protocol*, "I am on my death's bed," says **A. Doe** of **West Week Farm, Chulmleigh, N. Devon EX17 8EE.** Any help at all is needed, especially on knowing who or what is SVETOFOR. Then from **Paul** and **Glen Gibney, 9 The Hollies, Wodburn, Carrickfergus, Co Antrim BT38 8HA,** help of any kind is also needed on Mastertronic's *Spellbound*. Hang on ... *Spellbound* ... isn't that an arcade adventure? Yet another imposter has crept in, but as Paul and Glen provided me with most of the map for *The Quest For The Holy Grail* I'll forgive them.

KIND SOULS

Who says there's no poetry in the souls of computer buffs? We adventurers know better than that, because as well as a poetic Lost Soul there are poetic Kind Souls, too, in the shape or shapes of **John** and **Patricia Black from Craigavon, Northern Ireland.** Their rhyming cluelets are for *Kentilla*, that adventure written by some chap named Derek Brewster. I can't write these clues backwards as that would completely spoil their poetic beauty. If you're beetling in the Black Tower, they say:

Two portions of mushroom you shall need
So dig on the beach and pay some heed.

While:

To make the journey across the sea,
It's best you cannot hear,
So in the dungeon find some wax,
And put it in your ear!

Lord Byron couldn't have phrased it better, but if you think you can beat the bards Black with poetic solutions to problems, let me hear from you.

The help from **Neil McCabe** for *The Fourth Protocol* is more brief and to the point, being the lift code for Part II: NEPSA. And if you can't work out what that is you must be pretty backwards yourself. I'm not keen on these icon adventures myself — icon help it, honest! Neil was definitely in the running for El Supremo, but he'll have to be content with an honourable mention, and thanks for many clues on the various titles he's finished. Another code he's offered is the transfer code on *System 15000*: 42BTFT. (Codes, like other clues, will usually be written backwards to hide them from unsuspecting eyes).

Harvey Lodder of Bracknell was also a Supremo contender, though he was ruled out on the grounds of attempted bribery — but only because the cheque didn't arrive in time. Harvey seems to want "Adventure King of the World" printed above his name, which definitely qualifies him as Big-Head of the Month instead, an equally coveted honour. Mind you, Harvey has finished an impressive number of adventures, and among the clues he sent was this one for *Snowball*, for those having trouble with the killer in the Control Room: REHSIUGNITXE ESU NEHT ETULF YALP.

Offering to be a Kind Soul in return for a little filthy lucre is **John Welsh, 14 Cuikenburn, Penicuik, Midlothian EH25 0JG,** who asks for £1 to cover the cost of photocopying complete maps of *Urban Upstart*, *The Hobbit* and *Sherlock*. I haven't seen the maps so can't say if they're worth the quid, but with the cost of photocopying being what it is John's obviously not out to make himself a million, and as well as three maps he also offers to throw in complete solutions to the first two titles plus *Hampstead*. Still detecting on *Sherlock*, John?

To round off this month's Kind Souls, another Scotsman — what is it about these people from Scotland, as **John 'El Supremo' Wilson,** though living in Lancashire, is also Scottish. Must be the porridge. Either that or they keep an enormous database up their kilts. Though he's picked up a few tips from John Wilson on the way (I have my spies, you know), **James Elliott** is still kindly offering to help readers on a vast number of adventures, in exchange for nothing more than a stamped addressed envelope, which obviously applies whenever you're writing to anyone for help — including me! James lives at **266 Carseview, Tullibody, Alloa FK10 2SU,** and has solutions to (hold on to your hats): *The Hulk, Spiderman, Sorceror Of Claymorgue Castle, Robin Of Sherwood, Secret Mission, Return To Eden, Mountains of Ket, Temple Of Vran, The Final Mission, Tower Of Despair, Bored Of The Rings, Shadowfire, Enigma Force, Lords Of Midnight, Doomdark's Revenge, Kentilla, Twin Kingdom Valley, The Hobbit, Sherlock, Hampstead, Urban Upstart, System 15000, Jewels Of Babylon, Heroes Of Karn, Message From Andromeda, Warlord* and *Valkyrie 17*. Phew, or even more than a phew.

ADVENTURES INTERNATIONAL

From the Canary Islands comes a letter addressed to someone called the 'Brim Reaper'. As there's no-one here of that name, I'd better deal with it, even if it does ask advice on that arcade adventure, *William Wobbler*. Now you know I don't deal in arcade adventures (who said that's because I can never solve them?), but I'll make the occasional exception especially as this reader is also offering help to anyone stuck in *Robin Of Sherwood, Eureka!* and *The Hobbit*. He himself is stuck between two ghosts beyond a black door in *William Wobbler*, and wants to know how to avoid being sandwiched. Any potential ghostbusters among you should send help to **Mr. E. Bennett, Chayofita Reception, Costa del Silencio, Arona, Tenerife Sür, Canary Islands,** where they do a nice line in stamps.

As indeed they also do in Portugal, where **Carlos Barbosa** writes to *YS* from Lisbon, but unfortunately without giving his full address. He does give some tips on *Terrormolinos*, though, such as where to find your swimming trunks, a handy thing to know: SENIL ENIMAXE DNA NEDRAG OTOG. As for the indispensable bucket and spade: MOORDEB SNERDLIHC NI SIDRAT ENIMAXE. Carlos, however, is having trouble with Doreen, whom he can't get to follow him into the taxi. Anyone discovered Doreen's secret? Let me know and we'll print it for Carlos, who also needs to know how to defeat Little John in *Robin Of Sherwood*. Jump up and thump him in the knee? Well, anyone got any better suggestions?

HAMPSTEAD

SOLVED

WARNING:
A Your Sinclair solution can seriously damage your adventure playing. Don't read on unless you really want to know.

This month's solution is provided by ***Ian MacMillan of Kiveton Park, Sheffield***, with thanks to ***John Rundle.*** Ian's given us a location by location guide as to exactly how to attain Hampstead:

LOUNGE: *Examine it and get the UB40*
BEDROOM: *Open the wardrobe and wear the tracksuit*
KITCHEN: *Examine it and get the key*
YARD: *Unlock the shed and open the gate*
SHED: *Wear the clips, get the bike and ride it when outside*
JOB CENTRE: *Join the queue and take the giro*
POST OFFICE: *Cash the giro*
INDUSTRIAL ESTATE: *Find the bracket and go SW to get out*
HAMPSTEAD HEATH: *Sit and take the credit card*
OXFAM SHOP: *Replace tracksuit with tweeds, drop clips beside the bike and continue on foot*
NEWSAGENT: *Examine shop and take the magazine*
STATION: *Buy ticket, take pass and go to Waterloo*
TRAIN: *Board train, take card, read it, offer bracket and wear tie*
BUS STOP: *Board bus*
FURNITURE DEPARTMENT: *Open desk and take screwdriver*
TAILORS: *Buy, take and wear suit*
CLUB: *Give name* **"Justin Perrier"**, *answer* **"Yes"** *and take letters*
SIR LIONEL'S OFFICE: *Just show up*
YOUR OWN OFFICE: *Examine desk, read memo, force cabinet with screwdriver, drop screwdriver, drop credit card, drop magazine, examine cabinet, take report, read report and wait till summoned to Board Room*
BOARD ROOM: *Choose option three, take draft, go south, enter* **"Translate Motto"**
ESTATE AGENT: *Examine display, buy house, take deeds*
COCKTAIL PARTY: *Get Pippa, take Pippa, drive*
CAR PARK: *Get car, go to St John's Wood*
MANSION: *Drop car, ring bell, say* **"Meet Chubby"**
STUDY: *Answer* **"Marry Pippa"** *give memo, give report, go north, take car, go north, west and south till at Oxfam Shop again*
OXFAM SHOP: *Drop car, go in, take and wear tracksuit, go out, take bike, wear clips, go north, north, east and east to* **HAMPSTEAD.**

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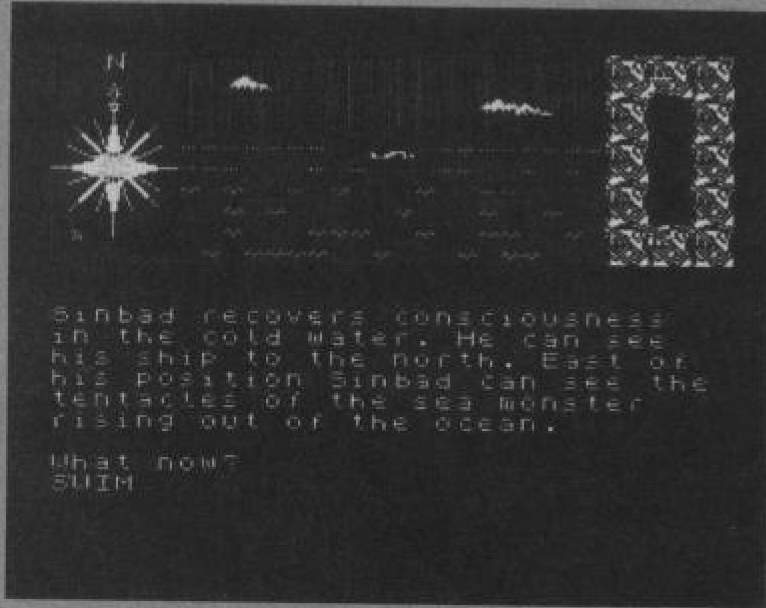


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SINBAD AND THE GOLDEN SHIP



It's a rare occasion indeed when a review copy of a Mastertronic game comes into the office, so despite the fact that this has been out for a short while now, it's too good an opportunity to miss. It's also not a bad little adventure, in two parts and complete with pleasant graphics that are dealt with in an interesting way. The graphics area of the screen is split into three, with two permanent displays either side and a centre one that changes as you move about. If you decide that you don't want the graphics, you can switch them off by pressing the '1' key.

You begin in pretty dire straits, though instead of doing *The Walk Of Life* you've got to swim for your life as the tentacled monster that's just bashed into your ship is about to do the same to you, Sinbad, and that's going to be distinctly worse for you than it was for the ship. If you make it to the ship, which is the Golden Ship of the title and on which you've been a crew member, then a quick look below decks shows you have a severe case of rising damp. Can you explore the ship and find anything useful before . . . well, as the saying goes, WHAT NOW? You don't even know what the adventure's about. Ah, but is that an island we see from the crow's nest? Of course it is, but how to get there. The monster's still over the side, and while I thought tentacles were supposed to shrink in cold water, this doesn't seem to be the case here.

Never mind, you can make it to the island for another exploration and . . . yes, it's our old friend the lamp you eventually find. And the axe, my goodness, not to mention a skeleton, a bar, a cage and a wizard. How nice to meet you all again. But despite the familiarity of the objects, I found this adventure an enjoyable one to play. You know how some games can be simple but boring, and others simple yet you still enjoy them? This was definitely the latter, though it would have been more enjoyable with a slightly wider vocabulary. If you want to go overboard from your sinking ship and you try to JUMP, you're told that you can't do it from there, so you get the impression there must be another place to try it, whereas it's the command that's the problem as you should DIVE.

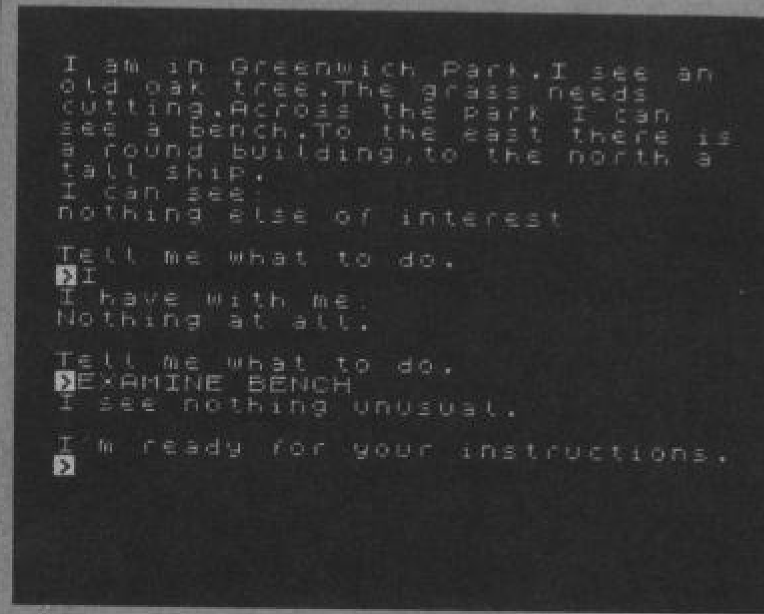
Slightly different is the use of SEARCH, which shows you the obvious objects in a location, and EXAMINE, which tells you more about them and occasionally uncovers hidden items. All in all a very pleasant romp, more suited to beginners, but at that price the old adventurous hands shouldn't complain either. Worth seeking out at your local Mastertronic emporium.

Graphics
Text
Value for money
Personal rating
7

FAX BOX

Title: **Sinbad And The Golden Ship**
Publisher: **Mastertronic**
Price: **£1.99**

LONDON ADVENTURE



Now that the Editor has seen the error of his ways (well, one of them) and given us adventurers more room, there's space to catch up on reviewing one or two titles that slipped through the net in the past. Such a one is *London Adventure,* a text-only game courtesy of *The Quill* and featuring 'over 100 locations'.

The story is that your eccentric rich uncle has died leaving you a fortune, if only you can find it. All his will tells you is that it's hidden in a safe deposit box somewhere in London, and so your journey begins. In fact it begins in Greenwich Park, inside the Observatory, where a puzzled astronomer walks away from a telescope. I wonder how you can tell someone's an astronomer? Maybe he had a sign hanging round his neck. Anyway, a glimpse through this telescope of undoubtedly magical powers shows in the distance a deposit box with an 8-figure combination. I'm not quite sure how this ties in with my clue-sheet, which reveals the box to be ultimately found in the depths of a vault.

In fact apart from the setting of London and its landmarks, reality doesn't really get a good look-in on this adventure. In one location you find 'an aluminium tube'. Closer examination reveals it to have a bulb at one end. Well if the object's a torch why don't they say it's a torch?

The vocabulary is rather frustrating as well. Boarding the Cutty Sark reveals a tableau of characters, including a sword in a scabbard. GET SWORD? "I can't, it's in the scabbard." DRAW SWORD works, but what's the difference between drawing and getting? Travelling around is also made more difficult than it need be due to the author's dislike of conventional compass directions. BOARD SHIP to get on the Cutty Sark seems fair enough, but to get off again you can't LEAVE, OFF, OUT or a simple N, S, E or W, you have to DISEMBARK, and as well as using up more memory than a simple compass direction it seems to me to add pointless irritations to the game as you search round for the right words just to get you in and out of places.

There are plenty of places to get in and out of, however, and it's enjoyable to move around the capital and visit Harrod's, the Zoo, and the Tower of London — don't be dishonest, here, and don't be rude, either, as you then have the problem of getting the program back again.

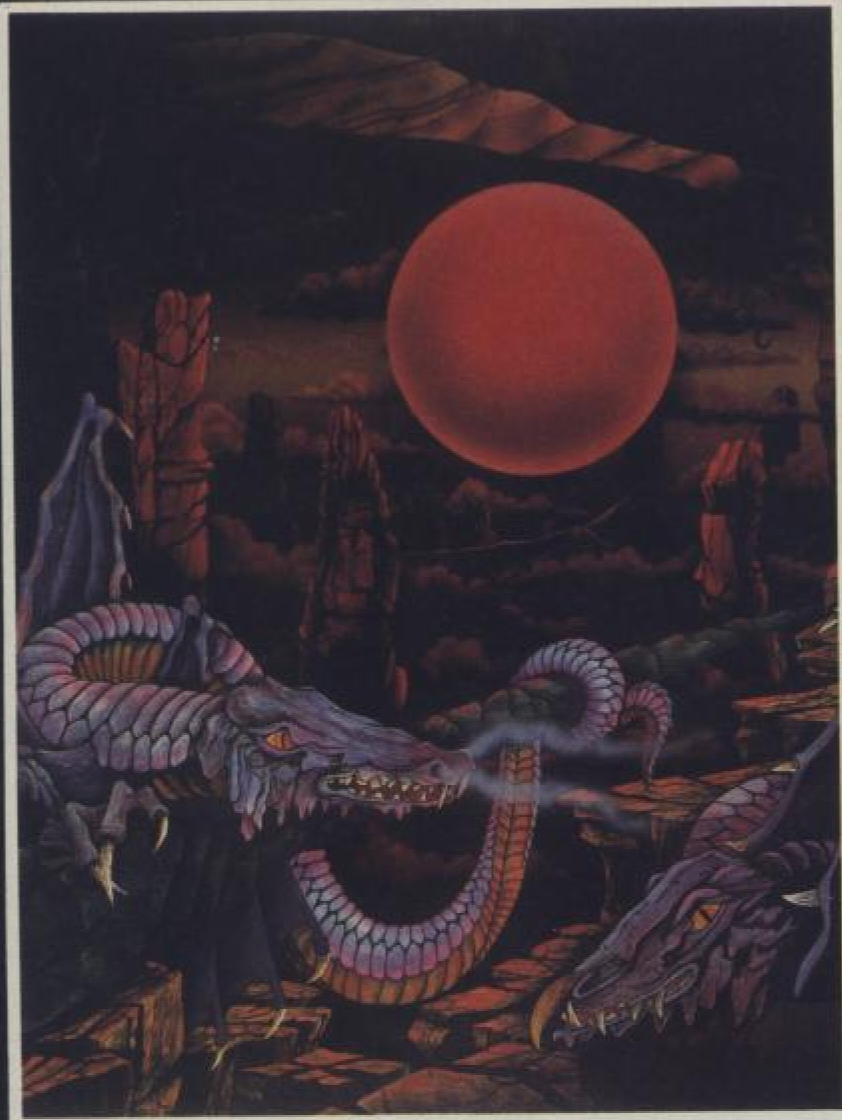
All in all I was none too impressed by *London Adventure,* and there are much better and cheaper *Quill*'d games around. A shame, as it's the first production from six adventure enthusiasts, so let's hope the next one is an improvement.

Graphics
Text
Value for money
Personal rating
3

FAX BOX

Title: **London Adventure**
Publishers: **Fridaysoft, Unit F, The Maltings, Station Road, Sawbridgeworth, Herts CM21 9JX**
Price: **£4.95 tape, £6.75 microdrive, mail order only**

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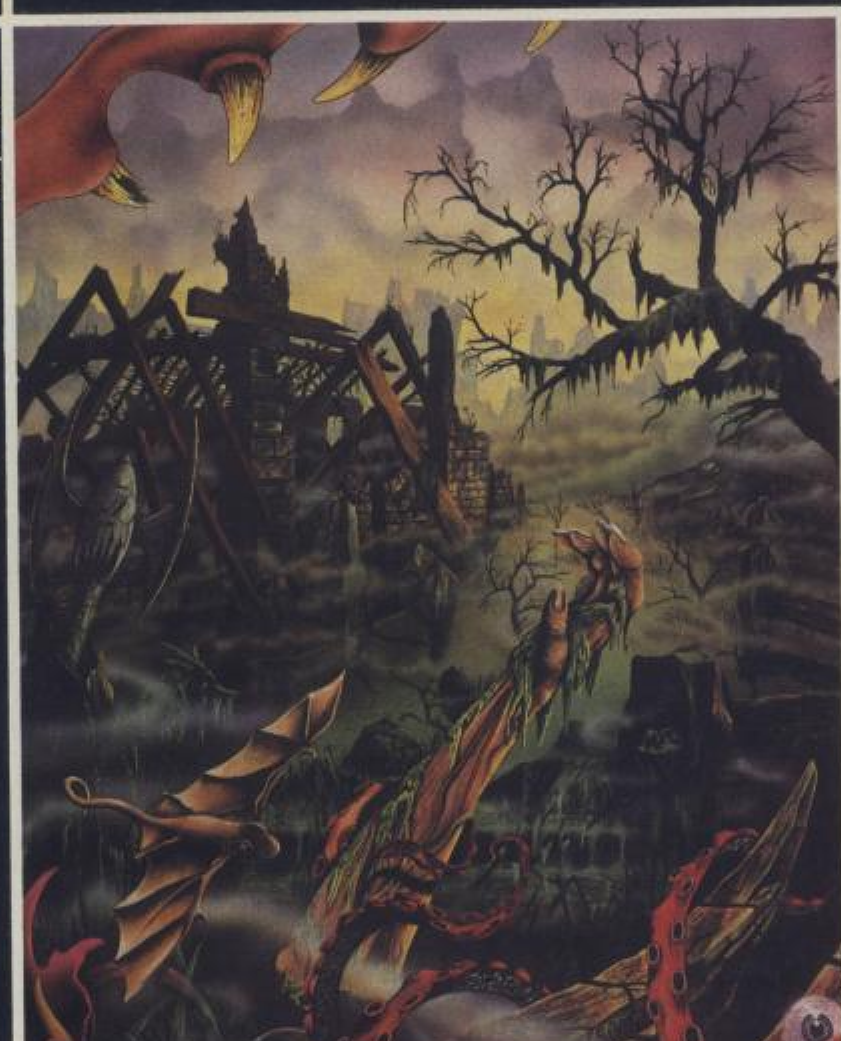
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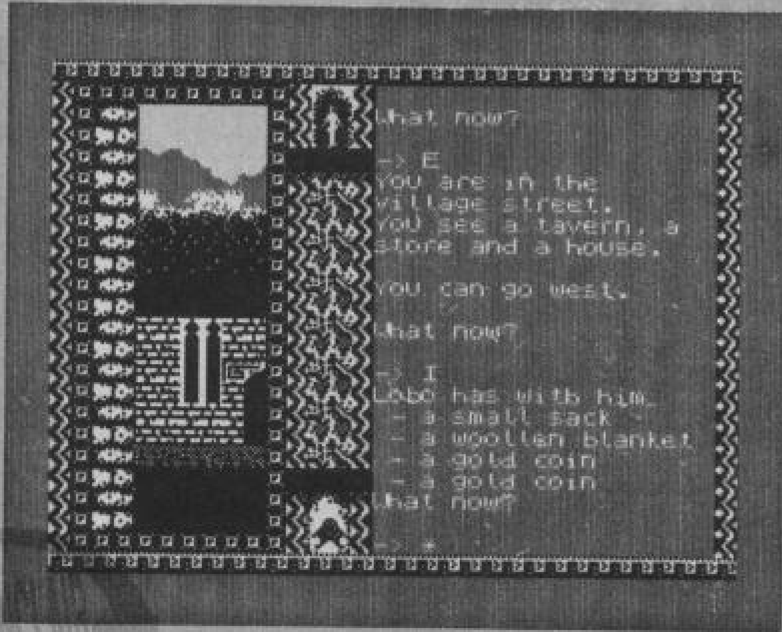
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THE TERRORS OF TRANTOSS



Hang on to your Speccies, here's the next essential adventure. Marketed by Ariolasoft, *The Terrors Of Trantoss* is written by the RamJam Corporation, the very same people who brought us the wonderful *Valkyrie 17*. And if you're wondering whatever happened to that game's follow-up, which was meant to deal with certain caperings in Carpathia, then you'll just have to carry on wondering — this game certainly ain't it. Comparing *Trantoss* to RamJam's earlier effort is like comparing champagne to Lucozade — and remember how good the Lucozade was.

Trantoss is due out in late April, so *should* be out by the time you read this — but we all know how 'flexible' release dates can be, and my review copy is only a pre-production version. If the adventure is available, though, all I can say is go out and get it — it's a beaut!

It's also choc-a-bloc with those funny names so beloved of adventure programmers, names like Hapshal, Mortran, Scarn and Xyradd. Now can you guess which is one of the heroes and which is the name of a range of dark mountains? Okay, well here goes the scenario: south of the dark mountains of Mortran, in the region of Hapshal, lies a small village that doesn't seem to have a funny name at all, though it does have its problems — mainly the fact that it's slowly disappearing. Well, not the village itself, just the villagers, a few at a time, each night, and from behind locked doors as well. Sinister doings are afoot. Either that or Paul Daniels is rehearsing his next series there!

The sinister doings are not unconnected with a Xyradd called Trantoss, who's an evil old thing. In fact he's very old. Well, not to put too fine a point on it, he's undead. He was banished to far off mountains by the Wizards of Vane, who, rather unfortunately, are now just plain dead. The source of Trantoss's evil power was a golden mace that was smashed and scattered by the Wizards, but current happenings suggest that Trantoss must have been re-maced.

What do you think happens now? Enter the intrepid adventurer, to sort things out, right? Wrong! Enter two intrepid adventurers, who have woken up one morning to find the rest of the family missing. The survivors are Lobo the woodcutter, who's big but not exactly mastermind of Hapshal, and his brother, Scarn, who's a bit of a scoundrel and pretty nimble with it. You control both players, which introduces a few interesting commands into the regular adventure language. The characters can move either together or independently. At the start they move together but the command PART will cause them to move separately, JOIN will reunite them provided they're both in the same location, and SWAP enables you to change control from one to the other, no matter where they are.

The screen layout has the graphics down the left-hand side, text scrolling up the right, with a band inbetween on which you see Lobo and Scarn. The one you're currently controlling is indicated in yellow, with his oppo in green if he's in the same location and blue if elsewhere. The graphics are beautifully detailed and they change instantly as you move or as you swap between characters.

The brothers begin in the village street, with a tavern, a store, a house and a route west all visible. I made the tavern my first port of call where, naturally, a darkly clad stranger looked at me from under his hat. A strange place to keep his eyes, I thought, but never mind; he offered to guide me through the Forest of Gondin for a fee. Could he perhaps be talking through his hat? Not that it mattered as I was fee-less anyway. Back to the street and into the house, where I found a few useful objects.

The vocabulary looked fairly promising, too, as IN and ENTER HOUSE both worked, while in the store I was offered all the supplies I might need for my trip by a kindly storekeeper. Not having a list of commands I thought GET ALL was worth a try, and blow me, it worked, although I later found a (pre-production?) bug in the routine. The objects have different weights attributed to them, and the GET ALL command goes through the objects in order till it finds one that makes you exceed your weight limit. It then tells you that you can't carry any more, but in fact there may be lighter objects listed after the heavier one that you can pick up if you take them individually. I also tried to PUT BLANKET IN SACK, though that only resulted in me dropping the blanket. Slightly irritating but not disastrous.

There are so many goodies on offer at the store that I made my first SWAP and loaded up both brothers, but still had to leave things behind. Back at the tavern I was pleased to see the dark stranger hadn't done a bunk and so a bargain was struck. He then took us through hidden forest paths (and just you try to find them if he's not with you!), to the edge of a rocky ravine where he planted his staff in the ground, winked and disappeared. Ravine mad, obviously.

As well as adding another dimension to maze mapping, having two different characters adds to the complexities of problem solving, too. Back at the well with the crumbling rope, which had mysteriously reappeared, would it be any easier if the nimbler Scarn tried climbing down the rope? Nope! Perhaps the dog's only scared of Lobo, or perhaps Scarn would be quick enough to throw the blanket over it? Who's got the blanket, Lobo or Scarn? And so your thoughts go.

As for me, I went back to the ravine to try to cross that and see if there's anything corny like an old bone lying around to help me catch this wretched dog. I found getting over to the other side not too tricky, though getting back is slightly different. But once you've got there you encounter the Gates of Ganreth . . . hang on, let me check my list of funny names . . . no, haven't come across that one before. Who or what or where is Ganreth? And how to open the gates, which are naturally locked? Though I could part, join and swap my two characters, I couldn't get them to stand on each other's shoulders. At this point a quick peek at the cheat sheet was called for. That told me I was on the wrong track and I'd need to solve elsewhere before going through the gates and encountering the fanglizard that was waiting for me on the other side.

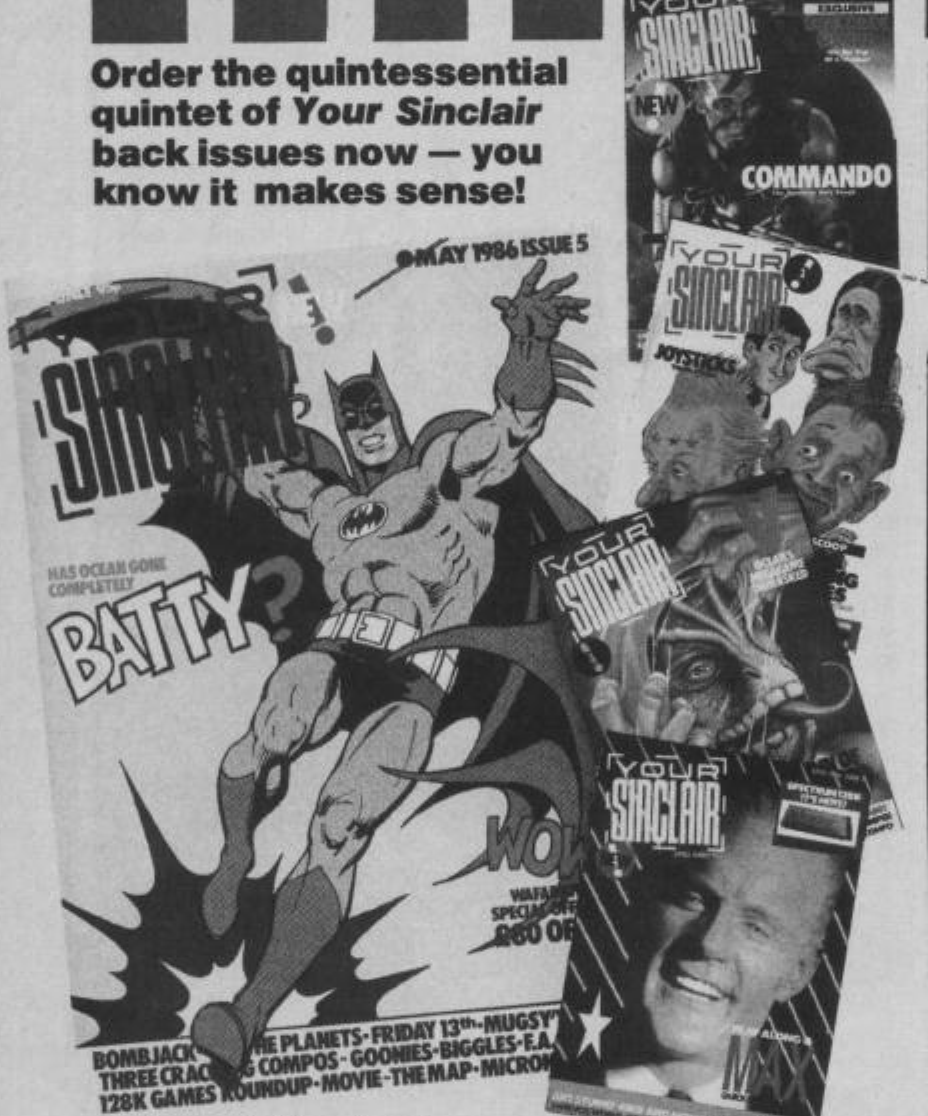
Back at the ravine I made Lobo wait while Scarn went off to explore some of the as-yet unmapped forest paths. But he only found himself back at the village where we began and with no hidden paths to enable him to return to the ravine. Lobo felt a bit lonely, and though he carried on for a while while Scarn made sure everything in the village had been explored, Lobo soon realised that he wasn't going to get through this adventure alone and QUIT.

The Terrors Of Trantoss is a really delightful adventure, and despite the few vocabulary faults it is generally quick to respond. I'm looking forward to more time with it than this quick preview allowed. Good graphics, and plenty of those humorous and detailed little touches that made *Valkyrie 17* stand out from the crowd of hum-drum adventure releases.

Graphics
Text
Value for money
Personal rating
9

Title: **The Terrors of Trantoss**
Publisher: **Ariolasoft**
Price. **£7.95**

BACK ISSUES



Order the quintessential quintet of *Your Sinclair* back issues now — you know it makes sense!

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NODES OF YESOD/ ARC OF YESOD

Odin/Thor £9.95

Nodes Of Yesod was something of a classic in its 48K version — not because of great sophistication or great complexity but because of its charm and good humour. I mean, any game that has you tunnelling through the moon with a rock eating mole has to be something special! I'm not sure if the expanded version has added to the size of the caverns but it really scores in its use of music and sound effects. The tunes are catchy and the 'Burp' of your ill-mannered miner after chewing the green cheese is a nice touch. Newcomers to the Spectrum should certainly have this.

Arc was seen as merely more of the same, with a robot sphere instead of a rodent assistant. Actually it adds a zapping element and the game seems to play rather faster. Still, unless you're a real fan of the original it's hardly a big enough leap for its hero, Rt Hon Charlemagne Fotheringham-Grunes, despite the zero gravity. I found that it kept returning to the opening screen for no apparent reason.

GLADIATOR

Domark/£9.95

Did you avoid this on account of the Domark name and initial reviews. Well, prepare yourself for a shock because it's been improved. Not a Hot Shot, mind, but at least now it's playable. Gone is that impossible double fire button system. Instead you're limited to just 16 moves as you battle for your freedom in the amphitheatres of ancient Rome. At least that means you're in with a chance and there's something to back up the superb animation. Though it's still not the most playable of games it shows signs that the reviewers' criticisms were noted, which is gratifying. If you want to go Roman in the gloamin' it's a reasonable combat game.

THREE WEEKS IN PARADISE

Mikro-Gen/£10.95

What sort of person is going to want this? A bigger Wally, I fear. Generally agreed to be the best Wally game ever, and containing some hilariously devious visual punning, it now boasts a secret missile base and a load of unlikely new objects. It was great before and it's even more fun in this version. Don't miss out on those new locations though, because they're to be found in a previously unexplored backwater... or underwater more like. After you've pulled the plug and descended into the cave with the rock fall go left, but you'll need a way through the door before you can get all high tech.

DALEY THOMPSON'S SUPER TEST 128

Ocean/£6.95

Try as you might you won't be able to avoid this one — it comes bundled with the machine which indicates that Sinclair has enormous faith in their keyboard, considering 128's joystick compatible problems. Yes, this is the one to punish the membrane, representative of the first era of sport simulations. There's lotsa frantic finger action as you row, cycle, ski and jump. Still frustratingly addictive, if hard on the wrist. The new version at least avoids multi-loads and contains a natty *Chariots Of Fire* theme.

THE ROCKY HORROR SHOW

CRL/£9.95

This was always more atmosphere than serious game challenge — the ultimate thrill for Pistol Packin' Peter (Rocky Horror) Shaw and cultists like him. It's a faithful copy of the Frankenstein place (or so I'm told) with a much enhanced, foot tappin' Time Warp to dance to. Pity they couldn't have used some other toons from the show, thinks I.

TECHNICIAN TED

Hewson/£7.95

Isn't it about time Ted got promoted? This one's been about since the time of the miner — no, not the coal strike — it was one of the first great challenges to Matthew Smith's Willy. While it now boasts new tasks and an expanded playing area, plus lots of loading screen nonsense to minimise baud-dom, I can't see it being a crucial purchase unless you've never seen a game of the type or you're such an addict that you can't bear to miss out on one. It's difficult and silly but Hewson's produced far better since.

ROBIN OF THE WOOD

Odin £9.95

Another delight from Odin who seem able to take a standard formula — here it's *Sabre Wulfe* — and give it new life with their superior graphics. Once again the sound and speech add a new dimension with Hey Nonny No musicke instead of the original silence. Once again though it seemed to suffer from unwelcome resets when played from the keyboard! Still, a must for newcomers who should rob from the rich to buy it.

THE NEVER ENDING STORY

Ocean/£9.95

The other Ocean choice aims to woo the newcomer over to adventures. Once again it avoids the clumsiness and tedium of a multi-part load. Not that there's anything boring about this tie-in with the moderately successful German fantasy film. In fact, it's quite innovative in its use of illustration. It's annoying and surprisingly unprofessional that text sometimes scrolls too fast off the top of the screen, and the three channel theme song — an excellent rendition though it is — will seem pretty never ending itself unless you like pap pop.

SWEEVO'S WHIRLED

Gargoyle Games/£9.95

Now this is more like. If the silliness of the original wasn't enough to drive you to distraction, this'll do the job. The addition of extra rooms — extra levels even — has led to increased lunacy. The noses that spout from the floor are not to be sniffed at, unless you're being picky. This is a must for new Spectrum owners and even upwardly mobile ex-48 K-ers may feel tempted by the thought of yet more fruit. One of last year's ten best goes to the top of the 128 tree.

So there they are, ten offerings for the 128. All benefit from having their amplified sound blasted out through the TV, and where the new sound chip has been used to full effect it's like suddenly being able to hear after years of deafness. But while there are things here to appeal to the person who's never owned a Spectrum before, I can't see much point in duplicating a game unless you were a big fan of the original. And that means that we're not yet in a position to say whether the 128 itself is worth buying. We'll have to wait until games that make full use of that extra memory — that do things that can't be achieved in 48K — appear before we all decide to trade in our old machines.

128 GAMES

And so they came — the first trickle of 128 games. Sinclair cleverly made sure that the software was there, ready for the new machine. But most of the first releases have been expanded versions of existing titles, and we all know, don't we, that bigger doesn't necessarily mean better? After all, it's what you do with it that counts. So here it is — the highly personal, *Rachael J Smith* guide to those first ten releases.

HARD FACTS

Hard-headed *Steve Adams* is at hand to cure your hardware hiccups.

I bought my Spectrum way back in '83 and I've connected it to a National Panasonic TV but it'll only give a black and white picture. Please, please tell me how to make my beloved Spectrum work in glorious technicolour.
Neil Forster, Bedford

I've covered this before but it does seem to be a popular problem. Inside the Spectrum you'll find two white discs with brass screws in the middle. The lower one will bring back the colour if you twiddle it a bit. But do remember to adjust it when the machine is warm — about fifteen minutes after power up.

I plead with you to help my poor sick Speccy. I recently tried doing a CAT 1 and got a beautiful colour display. Now every time I power up the computer crashes. What can I do?
Graham Daley, Northumberland

It sounds to me as if your Interface 1 was loose and it's blown up the power supply in your Spectrum. Best advice I can give is to try changing the TR4 (the ZTX650 transistor). If this doesn't work take it to a Speccy hospital.

I've got a Tandy printer that operates through a Discovery disk drive but I can't change modes, even though I'm sending the correct codes through *Tasword II*.
Linden Pickwick, Radcliffe

You've overlooked just one thing. You've got to change line 250 to include *OPEN#3;B as this sets up the printer interface to accept control codes other than code number 13 (carriage return).

I've just been offered an Amstrad green monitor and I was wondering if there's any way I could use it with the Spectrum.
John Collins, Stoke-on-Trent

The Amstrad actually requires separate sync and video signals and these are combined on the Spectrum. You'll need a sync splitter to get the monitor to work and I'm not sure whether anybody does them. Try the magazine *Television* and good luck.

Um . . . I've got not one, not two but three problems. 1. The power socket is in really bad condition. 2. My Spectrum keyboard has problems with keys '8', 'B' and 'N'. 3. The metallic cover has come off and the paint on the keys is starting to peel.
Mark Wiltshire, Canvey Island

You are in a state! Don't worry though. The power socket can be replaced/resoldered at any TV shop if you can't do it yourself. It's a good idea to fit a switch in the lead so that you can cut the power without ruining the socket. You need to have a replacement keyboard membrane and while you're at it you might as well replace the metal top. Any Spectrum repair company should be able to do it.

Steve, I do hope you can help me with my problem. I've got a Star printer connected to a Kempston 'E' printer interface via Interface 1. I've also converted my TV to a monitor. Now to the problem — it keeps crashing on a regular basis. I've even had the Kempston interface changed but to no avail. Help!
Christos Frantzolas, Greece

Off the top of my head, I reckon you've got a problem with intermittant contact on the expansion port. Interface 1 relies on the MI signal, so check on this first. It's also possible that your monitor may be causing the fault by feeding voltages back to the Spectrum.

I come from Holland and I can't find an answer to my question so I wondered if you could help me. I've got a Yamaha keyboard connected to the Spectrum (it has a MIDI interface) and I want to know how they communicate with each other.
JD Both, Rotterdam, Holland

The MIDI interface is like a faster version of the RS232 interface with an input/output and through connections. Each keyboard and synth has a different type number and different number channels and the data is sent in conventional form as 8 bits 1 stop bit to read or reprogram units. Hope that helps you.

I'm experiencing very strange problems with programs on my Spectrum. The manual states that you can edit by entering LIST, the line number and then EDIT. Each time I do this I only get the edit line with the cursor in it. I'm also having problems with your listings — errors occur when I enter lines with £ signs in particular. Is it the computer or is it me?
H Walters, Mid-Glamorgan, South Wales

Well, err . . . how can I put it . . . It's you, well maybe it's you and the computer. You should actually press LIST then the line number and then ENTER. This'll move the cursor to the line you require. And on the subject of program listings the pound signs should be replaced with hash signs. And the same also goes for anything that looks like a close bracket sign, but isn't.

YOUR SINCLAIR
14, RATHBONE PLACE
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All letters win a YS badge

I recently connected a Dk'Tronics joystick interface to my Spectrum and I don't know if this is related to the problem I'm now getting with coloured squares flashing on the screen. Can you throw any light on the subject?
Mark Eason, Andover, Hampshire

I reckon you've caused a power surge and blown the TR4(ZTX650) — the transformer in the Spectrum will have stopped buzzing. Try changing this first.

Please can you help me. Having connected up a Star Gemini printer, Thurnell disk drive, Tasman centronics printer interface and Kempston E centronics interface to my Spectrum I'm now experiencing problems with interface and corruption of data on disks.
JE West, Eastleigh, Hants

Connecting a switch into the MREQ line of each unit will enable you to turn off each unit as this needs to go LOW for it to work. If you connect a 10K ohm resistor between the unit side of the switch and the +5v line you'll find this won't happen when the switch is left open. Use this to prevent the disk unit operating when the printer is working and vice versa.

I've got a Kempston-Pro joystick interface and because port one works simultaneously on cursor and Kempston protocols it interferes with some games. Can this be remedied?
A Barber, London

Well, let's see what I can do for you. The Kempston port address is 31 and requires a high address line A0 (ie +5 volts). The cursor port is 254 and needs a LOW address line A0 (ie 0 volts). So to disable the cursor keys disconnect the line inside the interface going to the address line A0 and connect the unit side of the break to +5 volts. See the manual for an edge connector diagram 'cos this'll come in useful.

Get out your black armband 'cos my poor ol' Speccy is dead. Can you publish a list of repair centres that give a good service?
Wayne Griffin, Liverpool

I can't actually recommend any personally as I haven't tried them all but why not have a look at the classified ads section at the back of the magazine.

READER SURVEY

Talk to us!

...and tell us what you think of *Your Sinclair*

Yes, we reckon it's about time we had another readers' survey to find out your likes and dislikes about the mag. And anyway, it's about time the Ed had a few sleepless nights sitting up reading all your comments rather than forcing us to read his!

And if you think no-one ever takes any notice of what you have to say so there's no point filling this in, well just think what happened after the last readers' survey in *Your Spectrum*. That's right, *Your Sinclair* was born!

PRIZE DRAW

But just to add that extra incentive, we're giving away *YS* goody bags to the first ten completed forms pulled out of the Ed's large black plastic binliner. (*Never go anywhere without it. Ed*). Each one, the goody bags not the binliners, contains a Virgin software voucher to the value of £10, a *YS* T-shirt (just as soon as you've designed them — see *Frontlines*), a *YS* badge, a *YS* pen and any other bits and bobs (hi Bob) we happen to have lying around the office at the time.

And you don't even have to buy a stamp — you can send us your completed form for free. Simply fold up the page (or a photocopy of it) and address it to *Your Sinclair* Survey, *YS*, FREEPOST 7, London W1E 4EZ.

So, no conferring, pens at the ready and start scribbling.

TELL US...

...About You

1 How old are you?

....

If you're a crinkly and get embarrassed about giving your real age just tick below.

I'm over 35 but lots of people tell me I don't look my age. Honest! ☐

2 Sex?

Male ☐ Female ☐

And anybody who puts "often", "lots" or other such "witticisms" will be immediately disqualified from the prize draw.

...About Your Hardware

3 What kind of Sinclair computer(s) do you own at present and do you intend to buy another?

	Already own	About to buy
16K Spectrum	☐	☐
48K Spectrum	☐	☐
Spectrum +	☐	☐
Spectrum 128K	☐	☐
QL	☐	☐
Amstrad (ho ho, just a joke)	☐	☐

4 What hardware do you own or intend to buy?

	Already own	About to buy
Joystick	☐	☐
Monitor	☐	☐
Microdrive(s)	☐	☐
Wafadrive	☐	☐
Disk drive	☐	☐
Printer	☐	☐
Replacement keyboard	☐	☐
Modem	☐	☐

Other ....

....

...About Your Software

5 What do you spend most of your time doing with your machine? Put a 1 in the box next to your main use, 2 in the next and so on.

Arcade gameplaying ☐
Adventure gameplaying ☐
Programming ☐
Graphics ☐
Education ☐
Word Processing/ Business ☐
Other ....

6 What type of software do you buy?

	Regularly	Occasionally
Arcade games	☐	☐
Adventure games	☐	☐
Educational	☐	☐
Word processing	☐	☐
Graphics	☐	☐
Utilities	☐	☐

...About Your Reading Habits

7 Which other computer magazines do you read and how often? And as a gesture of goodwill we promise not to send someone round to pull the keys off your Speccy if you admit to "reading" other mags. This time!

	Subscription	Every issue	Occasionally
Sinclair User	☐	☐	☐
Crash	☐	☐	☐
ZX Computing Monthly	☐	☐	☐
QL World	☐	☐	☐
Popular Computing Weekly	☐	☐	☐
Computer and Video Games	☐	☐	☐
Computer Gamer	☐	☐	☐
Your Computer	☐	☐	☐

Other ....

...About Your Other Interests

8 Which non-computer magazines do you read?

1. ....

2. ....

3. ....

9 How often do you go to the cinema?

Once a month ☐ More than once a month ☐
Less than once a month ☐

10 Do you have a Young Persons Railcard?

Yes ☐ No ☐

11 Do you have a bank account/building society account?

Yes ☐ No ☐

...About *Your Sinclair*

12 Since the magazine was launched, how many issues of *Your Sinclair* have you bought? ....

13 How many other people read your copy of *YS*?

1 ☐ 2 or 3 ☐
4 or more ☐ (dentists' waiting rooms and so on)

14 How do you obtain your copy of *YS*?

Subscription ☐
W H Smith ☐
Menzies ☐
Delivered/Reserved at newsagent ☐
Other newsagent (please specify)..............

....

15 Do you have any trouble getting hold of a copy of *YS*?

Every month ☐ Sometimes ☐ Never ☐

16 What are your two favourite regular features in *YS*?

1. ....

2. ....

17 What are your two least favourite regular features? If, of course, you can think of two!

1. ....

2. ....

18 Which two articles have you enjoyed most since you started reading *Your Sinclair*? (*Vote for mine! T'zer*) (*The cover! Art Ed*) (*Hoppit. Ed*)

1. ....

2. ....

19 And now for a question we've forced the Ed to include. (*Hmmph! Ed*). He doesn't want a crossword in the mag 'cos he can't stand them but he's agreed that if more than 50 per cent of you vote to have one in, he'll give way. Please tick the appropriate box.

I really want a crossword in *YS*. ☐

You'll hear some cross words from me if you put in a crossword. ☐

Now you've got through that lot (not too much of a trial was it?), here's your chance to add anything you've wanted to tell us for sometime but couldn't be bothered to stick a stamp on an envelope for. If you need more space than we've given you below, why not write us a letter and enclose it with your form — remember it's free. The address is *Your Sinclair* Survey, *YS*, FREEPOST 7, London W1E 4EZ.

....

....

....

....

And just so we know where to send your prize if you win, fill in your name and address below.

Name ....

Address ....

....

.................Postcode..............

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London W1E 4EZ.

FOLD 3

FOLD 2

TASK FORCE

Your programming problems are over. *Ian Hoare*'s here with *Task Force*.

Before the off, I've got a bone to pick with a couple of readers, **D Hamblett** and **Richard Padley**. They've both written to me asking for Hex Dumps of machine code programs. No way. I explained in my first column back in *YS* 1, that I wouldn't do dumps, so now I'd better tell you why. Part of the purpose of *Task Force* is to help you learn how to write programs. But to pick up anything from someone else's program, you have to understand it first! I find it absolutely impossible to learn anything from a hex dump and I bet the same goes for you too.

If you want to improve your understanding of machine code, you really do have to follow what a program's doing and that means looking at the mnemonics. That's why I list out all m/c programs in those mnemonics. Then, even if you don't type them in (shame on you!), you'll still get an idea of what's going on. And you really will be amazed how much an assembler/monitor of some kind helps. I use the *Picturesque* package, but there are other good ones.

• Now on with the show. **D Hamblett** (he of the hex dumps fame) points out that it's always possible to save a screen, *including* the two bottom lines, quite easily from Basic. You just move it to high memory first and then do a Save "screen" CODE:

```
10 LOAD "" SCREEN$: LET x=
50000
20 FOR n=16384 TO 16384+69
12
30 POKE x, PEEK n : LET x=
x+1
40 NEXT n
50 SAVE "????" CODE 50000,
6912
```

Now load it back with LOAD "????" SCREEN$ and all will be well. He also reckons that POKEing UDGs with the contents of the bottom two lines enables you to copy them to a printer. Well I'm not so sure of that, me old mate! And anyway, you'll go grey in the time it takes to move the screen from Basic.

So, no thanks, I'll stick with the following little machine code routine that does the same thing in a fraction of a second! It's so short that you can store it almost anywhere and it's completely relocatable, so you can load it wherever you want it. But then I'm sure most of you know it already:

```
0000        ORG   23296
0010        LD    HL,16384
0020        LD    DE,50000
0030        LD    BC,6912
0040        LDIR
0050        RET
0060        END
```

You can choose any value of the ORG, which tells the assembler where the code should run. You can also change the value put into the DE register pair, if you want to move the screen to another address.

• **Philip Byford** from Hemel Hempstead uses a very similar routine, which he says he's sure is well known to many of you:

```
10 RANDOMIZE
20 DIM a(10)
30 FOR n=1 TO 1000
40 LET r=1-RND*RND
50 LET b=1+INT (10*r)
60 LET a(b)=a(b)+1
70 NEXT n
80 FOR n=1 TO 10
90 PRINT n;" ";a(n)/10;"%"
100 NEXT n
```

Finally in a bid for immortality, **Ifor Puw** from Brecon has sent in a routine that not only offers five different ways to bias random numbers but also gives you a graphical display of the results!

```
10 DIM y(255): LET c=0:
RANDOMIZE
20 LET x= NB. See below
30 PLOT x,y(x)
40 LET y(x)=y(x)+1: LET c=
c+1
50 PRINT #1; AT 1,0;c: REM
sample size
60 IF y(x)<=175 THEN GOTO
20
80 PAUSE 0

EVEN SPREAD
LET x= INT (255*RND)+1
BIAS DOWN
LET x= INT (255*RND*RND)+1
BIAS UP
LET x= 255- INT (255*RND*
RND)
BIAS TO CENTRE
LET x=128+ INT (127*RND*
RND-INT (127*RND*RND)
BIAS FROM CENTRE
LET x= INT (127*RND*RND)-
INT(127*RND*RND): LET x=x+
255*(x<=0)
```

Ifor also points out a boob in one of the listings from an earlier *Task Force*. He's quite right when he says that m$(1) to m$(29) isn't 30 characters long as the routine assumes. He even has the cheek to ask for a Trainspotter Award! You're on the wrong track with me! And why's Ifor the only one to spot it?

• Now, **Ray Taylor**'s written in pointing out his mistake with the POKE to simulate a keypress when saving to tape. A fiver should cover the damage. But if you thought you'd get away with no-one else noticing, you'd be wrong. The eagle eyes of **Kevin Richards** from Oxford, **Adrian Belwood** from Huddersfield and **Pete Holmes** from Totnes all spotted it. And, of course, it should be POKE 23736,181 not 23636. By the way, if you have Interface 1 connected, then Kevin points out that the POKE still won't work. That's because the INT 1 variables are inserted there. Has anyone yet found out where to POKE if INT 1 is there?

Ray and Kevin also say that though the prompt message is dispensed with, the bottom two screen lines are still rubbed out. Pete suggests the following program should stop you being caught out by the SAVE starting before you've pressed play on the tape recorder!

```
9000 LOAD "" SCREEN$ : GO
SUB 9999
9999 PAUSE 0: POKE 23736,1
81, SAVE "???" SCREEN$ :
RETURN
```

• Lastly, here's an amazing piece of code from **Kerry Dunstone** of Tenterden. Prepare for hours of fun just playing around with it. And what does it do? It loads a headerless file with your own chosen border colours. To use it, you'll need to know both the length and the start address of the file to be loaded. You'll then have to POKE them into your code at LEN and START in the usual way, that is with the figures divided into high and low bytes, and with the low bytes in the lower of each pair of addresses. The code's *not* relocatable, but you may compile it anywhere. I reckon that a couple of goodish places to put it are either in the printer buffer, if you're not using a ZX printer and your printer interface doesn't also use it, or alternatively high memory. You'll see that 61 bytes are moved up from the ROM, so make sure you leave enough room for them. Now you'll also want to experiment with different border colours and they can be POKEd into your code at COL1 and COL2.

```
0000        ORG   23296
0010        JR    BEGIN
0020 START  DEFW  16384
0030 LEN    DEFW  6912
0040 COL1   DEFB  1
0050 COL2   DEFB  7
0060 BEGIN  LD    HL,1366
0070        LD    DE,WORK
0080        LD    BC,61
0090        LDIR
0100        LD    HL,WORK+57
0110        LD    (HL),195
0120        INC   HL
0130        LD    (HL),143
0140        INC   HL
0150        LD    (HL),5
0160        LD    HL,WORK+5
0160        LD    DE,COL1
0170        LD    A,(DE)
0180        LD    (HL),A
0190        INC   DE
0200        LD    HL,WORK+18
0210        LD    A,(DE)
0220        LD    (HL),A
0230        LD    HL,START
0240        LD    E,(HL)
0250        INC   HL
0260        LD    D,(HL)
0270        PUSH  DE
0280        POP   IX
0290        INC   HL
0300        LD    E,(HL)
0310        INC   HL
0320        LD    D,(HL)
0330        LD    A,255
0340 WORK   DEFS  61
0350        END
```

I've jiggled Kerry's program around a bit so that all the POKEs are near the beginning of the program. With the DEFWs and DEFBs as they stand, the program will load a screen with a black and white border. But of course, you'll be able to alter those values for different file sizes, destination addresses and ink colours. Kerry mentions that only four colours can be used in COL2, but he doesn't say which they are.

By the way, Kerry's also come up with another easy way to save a headerless file. He says that all you have to do is to start recording as soon as the header has been sent. Easy innit! That's all for this month, happy LOADing and SAVing.

YS Mega Compo

WINNERS!

Roll up, roll up for the results of the YS Mega Compo! Mega prizes are on their way to all these people:

Twenty copies of *Sweevo's World*

Lee Armstrong of Hednesford, Staffs; Peter Carvello of Acklam, Middlesborough; Roy Tucker of Ripon, Yorks; Austin Callaghan of Strabane, Co Tyrone; Kelvin Payne of Bonnyrigg, Midlothian; Neil Cochrane of Rhiwbina, Cardiff; M Keeley of Wirral, Merseyside; Andrew McIntosh of Jarrow, Tyne and Wear; Muriel Howard of Norwich, Norfolk; Daniel Gallagher of Wallington, Surrey; Stanford Young of Cupar, Fife; K Streeter of Brighton, Sussex; Steven Donnellan of Padiham, Lancs; Richard Evans of Bognor Regis, Sussex; Stuart Sewell of Billingham, Cleveland; J W Henshaw of Tonyrefail, Mid Glamorgan; Ralph Caton of Stoke Newington, London; Martin Cawthorne of Fox Hill, Sheffield; Kevin Ogden of Wisbech, Cambs; Niall Herman of London.

Ten copies of *2112AD* and ten copies of *Forbidden Planet*

Ten copies of *2112AD* and ten copies of *Forbidden Planet* Colin Purves of Biggar, Lanarkshire; Brett Patterson of Sheffield; M Gate of Swanage, Dorset; Afzal Mazhar of Kuwait; Daniel FitzGerald of Haverfordwest, Dyfed; Matthew Wallin of Bretforton, Evesham; Daniel Sherburn of Wetherby, W. Yorks; D Cocking of Long Ashton, Bristol; Paul Robinson of Doune, Perthshire; M Adams of Alwoodley, Leeds.

Five Zoid models

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Anthony McLoughlin of Cannon Hill, Birmingham; Jeremy Sadler of Harrow Weald, Middlesex; Paul Walsh of Prestwich, Manchester; Michael Miller of Copnor, Portsmouth; Nuno Santos of Lisbon, Portugal.

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Twenty copies of *V*

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Ten *Swords And Sorcery* T-shirts

C R Ramsey of Milton Keynes; Christian Wittrock of Farum, Denmark; A Meet of East Cramlington, Northumberland; Martyn Yapp of Penn, Wolverhampton; Andrew Noble of Fraserburgh, Scotland; Richard Hicks of Fartown, Huddersfield; Jason Barnett of Kings Heath, Birmingham;Adrian Marsh of Athlunkard, Limerick; M Franks of Sutton Coldfield, W. Midlands; John Murray of Ballykinnler, Downpatrick.

Twenty *Swords And Sorcery* posters

Shimon Young of Southend on Sea, Essex; M D Carr of Pontefract, W Yorks; Mike Robins of Croydon, Surrey; G Knightley of Eastbourne, Sussex; John Chapman of Newport, Gwent; Barry Dawson of Uttoxeter, Staffs; Paul Spenceley of Crawley Down, Sussex; Christopher Langley of Carlton, Nottingham; Matthew Taylor of Shaw, Oldham; G Mackie of Sandbach, Cheshire; Ian Hunt of Purley, Surrey; Kenneth Adam of Kilbarthan, Renfrewshire; Gerard Coughlan of Cork City, Ireland; H R Collings of Aldershot, Hants; Richard House of Stoke, Coventry; Andrew Piggott of Grenoside, Sheffield; Ian Bebbington of Warrington, Cheshire; Darren Stephenson of Cramlington, Northumberland; Nicolas Edmunds of Redfield, Bristol; M W Philips of Knowle, Bristol.

Ten copies of *Death Wake*

Stephen Poland of Plymouth, Devon; Clint Hammond of Letchworth, Herts; Simon Osborne of Betchworth, Surrey; Jeremy Howarth of Geneva, Switzerland; L Ibbotson of Sheffield; Simon Swanborough of Alderney, Channel Islands; Nichola Hills of Alveston, Bristol; Ian Savory of Wallsend, Tyne and Wear; Sean Farrell of Blackrock, Co Dublin; Kal Hodgson of Stockport, Cheshire.

Ten *Bladerunner* T-shirts

Benjamin Horsten of Sprotbrough, Doncaster; Euan Cartmel of Glenrothes, Fife; Peter Sanderson of Northallerton, N Yorks; John Kiss of London; Steven Aspinwall of Bolton, Lancs; Chris Oakes of Warrington, Cheshire; Ronald Dickson of Glenrothes, Fife; Justin Wellstead of Hounslow, Middlesex; Clive Lewis of Hull; Chris Huggett of Great Yarmouth, Norfolk.

A Konix Liberator

S Scott of Irvine, Ayrshire.

Fifteen copies of *Robin Of Sherlock*

Berth Olsson of Gothenburg, Sweden; P W Baker of Portland, Dorset; Simon Waine of Abingdon, Oxford; David Shannon of Newtownabbey, Co Antrim; M W Franks of Sutton Coldfield, W Midlands; Will Sims of Lowestoft, Suffolk; Gerard Donelly of Paisley, Scotland; Jason Knight of Danbury, Essex; Onyieje Odeh of Bristol; Peter Luckham of Fallowfield, Manchester; Alan Harris of Cheam, Surrey; David Hawthorn of Uckfield, Sussex; Vince Salter of Saffron Walden, Essex; Richard Miles of Trowell, Notts; Andrew Hudson of St Ives, Cambs.

Twenty-five posters of *Robin Of Sherlock*

A Batham of Dunstable, Beds; Richard Brinkworth of Angmering, Sussex; Richard Su of Wimbledon, London; P J Squire of Eastleigh, Hants; Neil Moore of Knotty Ash, Liverpool; Colin Holden of Telford, Shropshire; Daniel Watt of Northampton; Harry Mason of Penge, London; A C Edwards of St Helens, Merseyside; Mark Howard of Norwich, Norfolk; David MacDonald of Acharacle, Argyll; G Edwards of Norwich, Norfolk; Paul Robinson of Bunerann, Co Donegal; M Hill-Merrick of Swanley, Kent; Stephen Morgan of Fairwater, Cardiff; Michael Hutchinson of Whitchurch, Bristol; R Bullivant of 54 Sqn RCT, BFPO 22; I Hargreaves of Lytham, Lancs; A E Francombe of Saltford, Bristol; Diane Crouch of Flitwick, Beds; David Reid of Oldham, Greater Manchester; Michael Storey of Bishop Auckland, Co Durham; Harald Frykholm of Nykoping, Sweden; Edward Stutt of Beverley, N Humberside; Alan Cooper of Great Barr, Birmingham.

Ten *Fairlight* posters

Patrick Williams of Donaghadee, Co Down; Peter Indge of Swindon, Wiltshire; George Wardale of Huyton, Liverpool; Rob Ramshaw of Tynemouth, Tyne and Wear; R D Tregale of Slough, Berks; Andrew Mawn of Pudsey, W Yorks; David Allen of Consett, Co Durham; Mark Sturgess of Nether.Heyford, Northampton; John Reynolds of Malton, N Yorks; Richard Bradford of Ludford, Lincoln.

SUPERCOLOUR

FRAGILISTICEXPIALIDOCIOUS!

Are you feeling drab, boring and colourless? Do attribute problems get you down and affect your relations with the opposite sex? Does working with a limited colour palette leave a nasty taste in your mouth? Well, cheer up 'cos *Simon Crampin*'s routine will blat your retinas off.

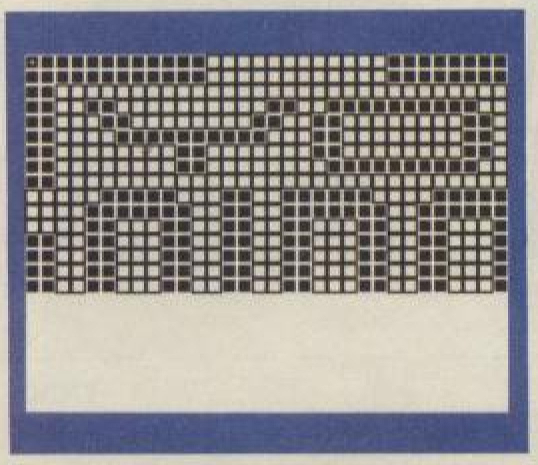
One of the most annoying things about our beloved Spectrum is its inability to display more than two colours on any one character square. This isn't much of a problem when you're displaying text, but when you want to draw hi-res graphics you have to plan everything *very* carefully indeed to avoid the attributes (colours) bleeding out into the adjacent squares.

Help is at hand. With this amazing *SuperColour* program you can not only put more than one colour on one character square, but up to *eight* colours on each row of the character! And if that's not enough for you (demanding aren't you?) you can even make the attributes scroll and flash, have them BRIGHT or normal, as you wish. But how's this possible? It's just a little machine code routine... Well, it's not so much of a little routine, more of a mega-enhancement to your Spectrum's facilities. The program allows you to design a 4 × 8 graphic and fill it with colour. The graphic can then be used in your own programs called from Basic, or if space allows, from machine code. You can design your own logo and have it flashing and pulsing on your title screen. You can highlight the top score in your high score table. You can even make a spectacular endgame effect, or incorporate it into the game itself. Then you can save your graphic and a chunk of code to operate it and voila! Instant rainbows! Interested?

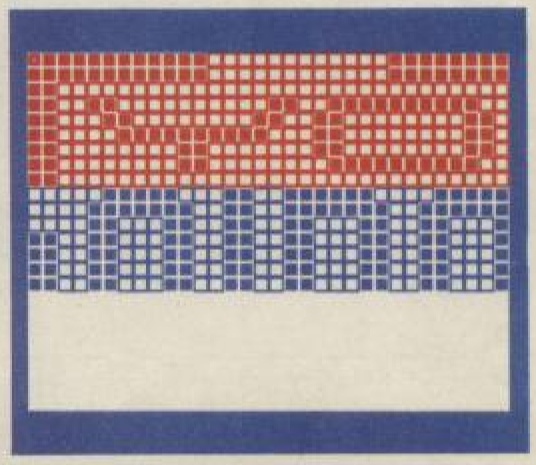
BETTER BY DESIGN

The program takes the form of a very clever chunk of machine code that controls the attributes in your 4 × 8 graphic. Also included is a designer program that lets you set or erase any pixel in the 4 × 8 rectangle, using a cursor on an easy to see magnified grid. The grid is a blown up section of one piece of the graphic and you can move the grid window over it to examine every corner.

To get you started we've done our own logo justice in a demo graphic for you to load in.



You begin by building up your basic graphic in black and white, setting individual pixels into the shape you want. Use the view picture option to see your whole graphic actual size. That way you can keep track of your progress.



Next add a splash of colour. *SuperColour*, even. You can now set the attributes to any INK and PAPER colours, and even have alternating rows of BRIGHT and FLASH. That is, if you enjoy migraine headaches!

The Basic Loader

Here's the Basic program that controls the whole show when you're designing your graphic. It also saves your design when you've finished it, or saves a working copy of the code that operates the graphic in your own programs. Type this in first and save it as "cg loader" LINE 10.

```
  10 INK 7: PAPER 1: BORDER 1: C
LEAR 63972
  20 PRINT AT 10,8;"Loading Code
";AT 19,0: LOAD ""CODE : CLS
  30 PRINT AT 16,0;"Fresh Start
?": LET a$=INKEY$
  40 IF a$="y" THEN  LET a=63973
: GO TO 70
  50 IF a$<>"n" THEN  GO TO 30
  60 PRINT AT 20,5;"Start Tape":
 LET a=63992: LOAD ""CODE 64496,
512
  70 RANDOMIZE USR a: CLS
  80 PRINT AT 2,4;"1. Save Desig
n Only"
  90 PRINT AT 4,4;"2. Save Worki
ng Copy"
 100 PRINT AT 6,4;"3. Quit"
 110 PRINT AT 20,0;"SELECT OPTIO
N REQUIRED": LET a$=INKEY$
 120 IF a$="3" THEN  STOP
 130 IF a$="2" THEN  SAVE "CGWC"
CODE 64496,671: STOP
 140 IF a$="1" THEN  SAVE "CDG"C
ODE 64496,512: STOP
 150 GO TO 110
```

The Hex Loader

This program accepts the hex code listings and checks for mistakes. It then saves *SuperColour* as SAVE "CG" CODE 63973,1194 and our demo graphic as SAVE "CGD" CODE 64496,512.

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

The Hex Dump

This is the main *SuperColour* program and designer. Type this into the hex loader (eight bytes at a time without gaps) and save it to tape after the Basic loader.

```
63973 : 21F0FB11F1FB0100 = 1034
63981 : 0171EDB00D3ACFFB = 1056
63989 : 77EDB03E02CD0116 = 824
63997 : C38AFBED4BCBFBCD = 1555
64005 : 0FFB11F0FB19EB21 = 1067
64013 : 005822D0FB2640E5 = 912
64021 : 0604C5E52AD0FB14 = 957
64029 : 1A150608772310FC = 483
64037 : 22D0FBE11A130608 = 777
64045 : E517F59F2F7724EE = 1096
64053 : 7E0E0677240D20FB = 597
64061 : EE7E77F1E12310E8 = 1232
64069 : C110CFE113131313 = 717
64077 : 7DC6206F30C17CFE = 1085
64085 : 40264828BAED4BCD = 917
64093 : FBCD86FE2424247E = 1078
64101 : EE18772477CD8CFA = 1131
64109 : FE6BCAE5F9FE68CA = 1601
64117 : F0FDFE0DC8FE73CA = 1531
64125 : 1AFBFE72CA1EFBFE = 1382
64133 : 61CA3BFBC300FACD = 1259
64141 : 8DFB21CBFBFE3228 = 1271
64149 : 37FE33282623FE31 = 776
64157 : 283BFE342848FE36 = 825
64165 : 281DFE37282721CE = 696
64173 : FBFE352809FE38C0 = 1109
64181 : 3E1FBEC834C9AFBE = 1101
64189 : C835C9AFBEC83521 = 1105
64197 : CDFB3E0FBEC834C9 = 1176
64205 : 3E10BEC83421CDFB = 1009
64213 : AFBEC835C9AFBEC8 = 1384
64221 : 3521CEFB7EC608FE = 1129
64229 : 2077F8361FC93E04 = 751
64237 : BEC83421CEFB7ED6 = 1272
64245 : 0877F03600C921CB = 858
```

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```
64253 : FB11CDFB1AB64F23 = 998
64261 : 131ACB3FCB3FCB3F = 843
64269 : 8647798787876F26 = 880
64277 : 00484409C916C618 = 594
64285 : 021686D5CDFBFAD1 = 1286
64293 : 01F0FB093ACEFB2F = 1063
64301 : E607878787823237 = 877
64309 : FBCB00C300FACDFB = 1355
64317 : FA11F0FC19E511D2 = 1240
64325 : FB010E00CD3C20CD = 768
64333 : B3FB878787E177E5 = 1408
64341 : 11E0FB010400CD3C = 762
64349 : 20CDB3FBE18677E5 = 1374
64357 : 11E4FB010700CD3C = 769
64365 : 20CDA4FBE1788677 = 1250
64373 : E511EBFB010500CD = 943
64381 : 3C20CDA4FBE17887 = 1192
64389 : 867732CFFB210050 = 874
64397 : 110150750100088ED = 461
64405 : B00421005A11015A = 411
64413 : 3638EDB0C300FACD = 1173
64421 : BDFBFE790640CBFE = 1339
64429 : 6E0600C818F1CDBD = 975
64437 : FBD630FE0830F7C9 = 1271
64445 : FDCB016E28FAFDCB = 1313
64453 : 01AE3A085CC90000 = 534
64461 : 0000380000161203 = 99
64469 : 454E544552DA2830 = 688
64477 : 2D37291612090916 = 429
64485 : 120ADC592F4E1612 = 502
64493 : 09DB200000000000 = 260
65008 : CD5CFECDBDFBCDFC = 1653
65016 : FDC38AFBED56C901 = 1362
65024 : FEF5E5C5D53E90FE = 1598
65032 : 00CA14FE061010FE = 768
65040 : 3DC20CFE211A022B = 625
65048 : 7CB520FB110C582E = 751
65056 : 1229292929291 9EB = 483
65064 : 21F0FC3E04014000 = 656
65072 : D5EDA0EDA0EDA0ED = 1641
65080 : A0EDA0EDA0EDA0ED = 1588
65088 : A0D1E24EFE000000 = 927
65096 : 00AEAEDB18E2EBCB = 1252
65104 : E909EB3DC22DFED1 = 1240
65112 : C1C33A0001120C21 = 510
65120 : F0FB3E04F5E5CD86 = 1370
65128 : FEEBE1C53E08D501 = 1195
65136 : 0800EDB0D1143D20 = 743
65144 : F5C10CF13D20E53E = 1075
65152 : FDED47ED5EC97958 = 1302
65160 : CD9E0E160019C900 = 625
```

Demo graphic hex dump

Just to get you going, here's a demo we knocked up earlier, Blue Peter fans. Feed it into the hex loader and save it on the tape after the main program code. Then, when you run the program and answer 'n' to the 'fresh start?' prompt, the demo graphic loads into the designer.

```
64496 : FFF000FFFE000FFF = 1274
64504 : FFF000FFFE000FFF = 1274
64512 : C000000000000003 = 195
64520 : CC00CFFC6019FFE3 = 1266
64528 : C601980660198033 = 657
64536 : C3FF180660198033 = 780
64544 : C0301806601 9FFE3 = 873
64552 : C0300FFC3FF18033 = 990
64560 : C000000000000003 = 195
64568 : 07C67E1F183C67E0 = 773
64576 : 0FE67F3F987E67F0 = 1056
64584 : 0C66633198666630 = 666
64592 : CC66633198666633 = 861
64600 : CC66633198666633 = 861
64608 : CC66633198666633 = 861
64616 : CC66633198666633 = 861
64624 : CC06633018666633 = 636
64632 : CFC66330187E67E3 = 1032
64640 : C7E66330187E67F3 = 1072
64648 : 0066633198666630 = 654
64656 : 0C66633198666630 = 666
64664 : 0C66633198666630 = 666
64672 : CC66633198666633 = 861
64680 : CC66633198666633 = 861
64688 : CC66633198666633 = 861
64696 : CFE6633F9E666633 = 1012
64704 : C7C6631F1E666633 = 812
64712 : C000000000000003 = 195
64720 : C000000000000003 = 195
64728 : C000000000000003 = 195
64736 : FFF000FFFE000FFF = 1274
64744 : FFF000FFFE000FFF = 1274
64752 : FAFAFAFAFAFAFAFA = 2000
64760 : FAFAFAFAFAFAFAFA = 2000
64768 : 3A3A3A3A3A3A3A3A = 464
64776 : 7A7A7A7A7A7A7A7A = 976
64784 : 3A3A3A3A3A3A3A3A = 464
64792 : 7A7A7A7A7A7A7A7A = 976
64800 : 3A3A3A3A3A3A3A3A = 464
64808 : 7A7A7A7A7A7A7A7A = 976
64816 : 3A3A3A3A3A3A3A3A = 464
64824 : 3939393939393939 = 456
64832 : 7979797979797979 = 968
64840 : 3939393939393939 = 456
64848 : 7979797979797979 = 968
64856 : 3939393939393939 = 456
64864 : 7979797979797979 = 968
64872 : 3939393939393939 = 456
64880 : 7979797979797979 = 968
64888 : 3939393939393939 = 456
64896 : 7979797979797979 = 968
64904 : 3939393939393939 = 456
64912 : 7979797979797979 = 968
64920 : 3939393939393939 = 456
64928 : 7979797979797979 = 968
64936 : 3939393939393939 = 456
64944 : 7979797979797979 = 968
64952 : 3939393939393939 = 456
64960 : 7979797979797979 = 968
64968 : 3939393939393939 = 456
64976 : 7979797979797979 = 968
64984 : 3939393939393939 = 456
64992 : FAFAFAFAFAFAFAFA = 2000
65000 : FAFAFAFAFAFAFAFA = 2000
65008 : 0000000000000000 = 0
```

Keep this by you when you use the program — it's your instruction manual. Everything you need to know to use *SuperColour* in your own programs, in an all-in-one easy-to-swallow capsule!

STARTING UP

After the program's loaded, it'll prompt you with "Fresh Start?" Answer 'y' to this and all the data in the designer program will be wiped and you can begin on an empty grid. If you've already made and saved a graphic from a previous session, answer 'n' to this prompt and the program will automatically load your graphic from tape. Having loaded your graphic, you'll then be shown your workspace.

FUNCTION KEYS

Key	Effect
5	cursor left
6	cursor down
7	cursor up
8	cursor right
1	move grid left 8 pixels
2	move grid down 1 pixel
3	move grid up 1 pixel
4	move grid right 8 pixels
S	set or draw pixel at cursor
R	reset or erase pixel at cursor
A	enter attributes, INK, PAPER, BRIGHT and FLASH
K	clear all pixel data to the last values input using the 'A' function
H	display your graphic actual size and colour
ENTER	return to Basic and Save menu

When you select the return to Basic/Save option, you're given two options. The first is to save your graphic to tape, and this is usually the best to go for; if anything goes wrong you're not going to like the idea of starting from scratch.

The second option brings us to the most important part of the program. This enables you to save the code that controls your graphic. When you use the graphic in your own programs, you save this controller code too, and then POKE and RANDOMIZE USR different addresses to position and turn on the graphic.

This code is saved by the program as "CGWC" which stands for Colour Generator Working Copy, so you'll have a pretty good idea of what it does — it's saved at address 64496 and it's 671 bytes long. To position your graphic on the screen, POKE the following addresses with the appropriate values, taking row 0, column 0 to be the top left corner of the screen.

VALUE ADDED TABLE

Function	Address	Value
Row at which display is required	65030	8*row
Column (move)	65053	0-24
Row (move)	65056	0-18
Column (print)	65117	0-24
Row (print)	65118	0-18

Turn Graphic On

To activate your graphic once you've positioned it, simply RANDOMIZE USR 65116. (Or if you want to activate it but not show, use RANDOMIZE USR 65151.)

Turn Graphic Off

To switch your graphic off, RANDOMIZE USR 65020. This is easier and kinder than saying, 'Gee graphic, you're really unattractive!'

Two Or More

If you've got more than one graphic, you'll have to store them in different locations from the ones used by *SuperColour*'s designer. Here are the POKES you'll need:

Start byte of your pixel data	65120 65121	low high
Start of your attribute data	65065 65066	low high

You can now use many different graphics and call them up from Basic or machine code as you need them. After all, even the most dazzling graphic gets a bit tiresome if you see it all the time.

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5. Breakout	22. Cars	40. Voyager
6. Crusher	23. Stomper	41. Sketch Pad
7. Startrek	24. Pinball	42. Blitz
8. Martian Knockout	25. Cavern	43. Fishing Mission
9. Boggles	26. Laser	44. Mystical Diamonds
10. Alien Attack	27. Alien	45. Galaxy Defence
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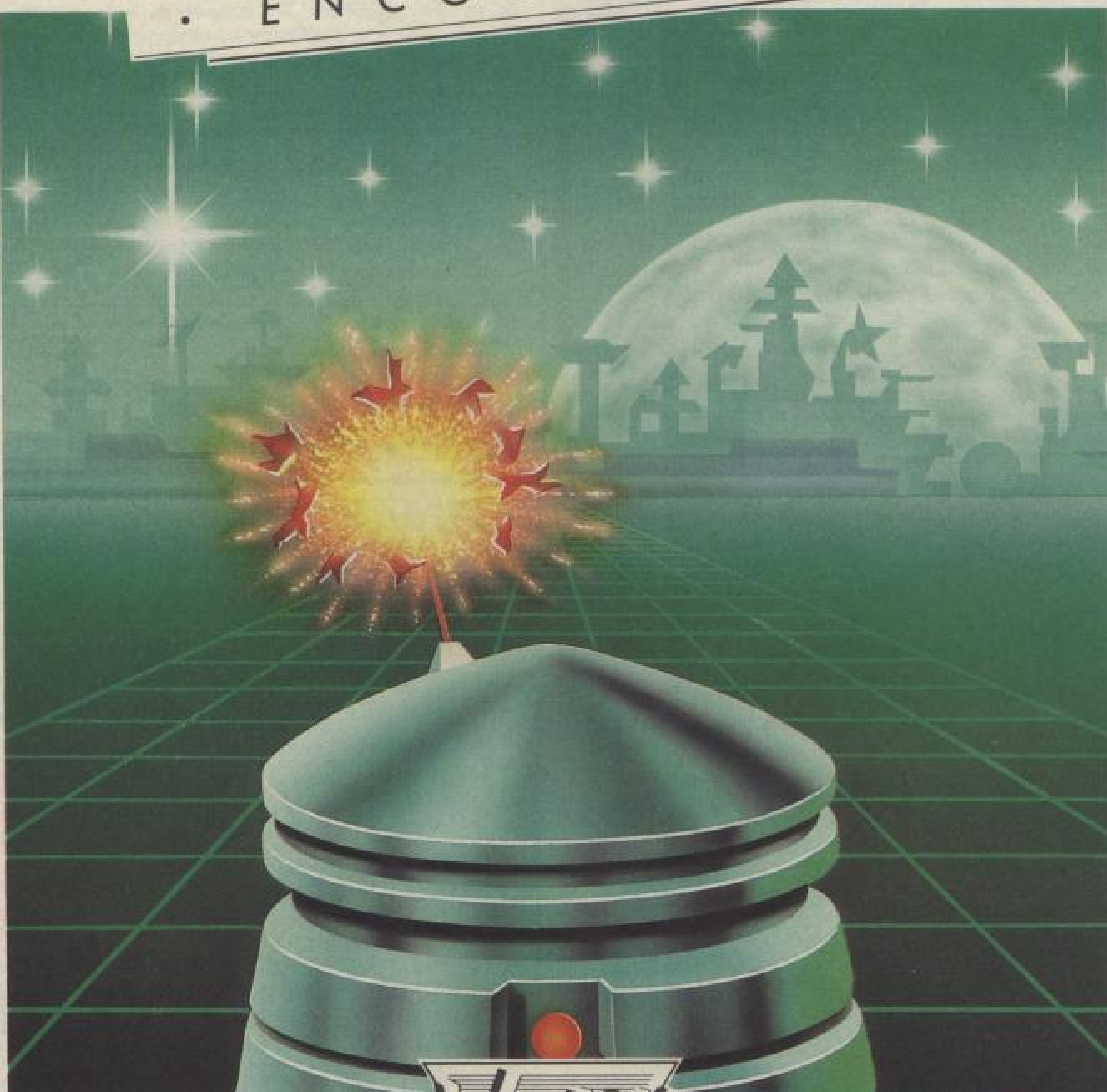


SCRIPT: **MAMO**, ART: **WILLIAM SIMPSON**, LETTERS: **ANNIE HALFACREE**.


WHAT'S IN HERE?
IS IT A WAY OUT?
SORT OF.
IN HERE IS THE TIME DISPLACEMENT EQUIPMENT.
THE WHAT?
THIS JUNK IS A PROTOTYPE. CENTRAL COMMAND HAS BEEN WORKING ON IT FOR YEARS.
THEY'VE JUST PUT THE LOT TOGETHER... AND WORD IS, IT'S OPERATIONAL.
GREAT. LET'S GET THE HELL OUT OF HERE.
THE MACHINE CAN ONLY TAKE TWO AT A TIME.
I'LL SEND YOU TWO FIRST.
WHICH YEAR DO YOU COME FROM?
1986.
BUT WON'T THEY BE ABLE TO COME AFTER US?
NO CHANCE.
I SET CHARGES IN THE POWER PLANT, BEFORE I RESCUED THE GIRL.
THIS WHOLE PLACE IS ABOUT TO GO BOOM BOOM!
LETA?
LETA!!
THEY DIDN'T MAKE IT...
R-O-G-A-N.
END.

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Electronics 8 programs TOTAL 150K	Energy and its sources, power distribution, e.m.f. p.d., charge, current power, r.m.s. values, resistors, series and parallel, capacitors, time constants, inductors, transformers, resonance, microphones, loudspeakers, heat and light sensitive devices, diodes transistors, logic circuits, multivibrators, meters, CRO, amplifiers, feedback.
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MICRODRIVIN'

Showing at the Micro-Drive-in! *Ian Hoare*'s amazing microdrive catalogue program, *Star Cat*.

Have you ever forgotten your vital statistics? Not a thing Sam Fox would do. Lost the name of a favourite file? Wondered where a Basic program autostarts? Or simply saved a file with CHR$0 and then forgotten its name? Well, you haven't got a cat in hells chance ... Unless, of course, you make full use of this program!

A STAR IS BORN

Star Cat is an all machine code routine that prints out a list of all the files on a microdrive together with the file type, like Basic, Code, Data or Print. Plus it also gives you a run down on the file's vital statistics, such as autostart line, code address and length and the variable name for Data files.

And if you've used CHR$0 at the start of the file name; or if it contains unprintable characters so that the normal CAT won't work, such as *Trans Express* files, don't worry. *Star Cat* simply prints out the code number of each of the unprintable characters. Unfortunately this program only works with series one Interface 1 ROM as it uses several of the shadow ROM routines. If you're not sure which series you've got carry out the following test. Enter CLOSE#0:PRINT PEEK 23729 and this should print 0 if you've got a series 1 ROM and 80 if it's a later version.

> PROGRAMMER'S HEALTH WARNING:
> **To save screen space, spaces within a file name are omitted. Thus "Mega basic" would be printed out as "Megabasic".**

PURRFECT CATS

This superb utility is very simple to use. Just type in the program below. Once you've finished, Run it. The program has its own built-in checksum so if you've made any mistakes you'll be immediately alerted. The program even tells you the line the error occurs in and prompts you to correct it. When you've done that, simply enter GOTO 16 as that returns to POKEing the code into memory. Once the code has been correctly POKEd in, you'll be asked to insert a cartridge into drive 1. Press a key and the code is automatically saved and verified.

SUPERSTAR TEST

Now you're ready to test the code. Enter RANDOMIZE USR 63744 as a direct command. The computer now recognises a new Basic command — •CATn (where n is the drive number 1 to 8) either entered as a direct command or as part of a program. Make sure you use the keyword CAT and not the individual letters.

```
  10 CLEAR 63743: LOAD
*"m";1;"*cat"CODE
  20 RANDOMIZE USR 63744
  30 INPUT "Catalogue wh
ich Drive? ";n
  40 PRINT "Please inser
t cartridge into Drive "
;n
  50   *CAT n
  60 STOP
```

BASIC LOADER

If you want to use the code from new you'll need to use this Basic Loader to Run the program. Remember that you must initialise the code with RAND USR 63744 before you can use the extended Basic. As the code is not relocatable you must use it at the address shown.

```
   5 CLEAR 63743: LET ad
dress=63744: POKE 23692,
255
```

Line 5 Sets up the basic parameters

```
  10 FOR n=0 TO 35: LET
tot=0
  15 RESTORE 100+10*n
  20 FOR i=1 TO 10
  25 READ a: POKE addres
s,a: LET tot=tot+a: LET
address=address+1
  30 NEXT i
```

Lines 10-30 POKE in the bytes at the appropriate address

```
  35 READ checksum: IF t
ot<>checksum THEN  LET a
ddress=address-10: PRINT
 AT 20,0;"Error in line
";100+10*n;" Please"'"co
rrect. To continue, GOTO
 15"
  40 PRINT "line ";100+1
0*n;" OK. Checksum = ";c
hecksum
  45 NEXT n
```

Lines 35-45 Check whether you've made any mistakes typing in the data.

```
  50 CLS : PRINT  BRIGHT
 1; FLASH 1;AT 10,0;"Ple
ase insert Cartridge in
M/D 1"
  55 PRINT #0;AT 0,0;"Pr
ess any key to save code
": PAUSE 0
  60 SAVE *"m";1;"*cat"C
ODE 63744,354
  65 VERIFY *"m";1;"*cat
"CODE
  70 CLS : PRINT "Code s
aved satisfactorily"''"T
o use,  RANDOMIZE USR 63
744"''"The computer will
 now recognize"'"the com
mand * CAT n, where n "'
"is the drive to be cata
logued."
  75 STOP
```

Lines 50-70 Save the code onto cartridge and tell you what to do with it.

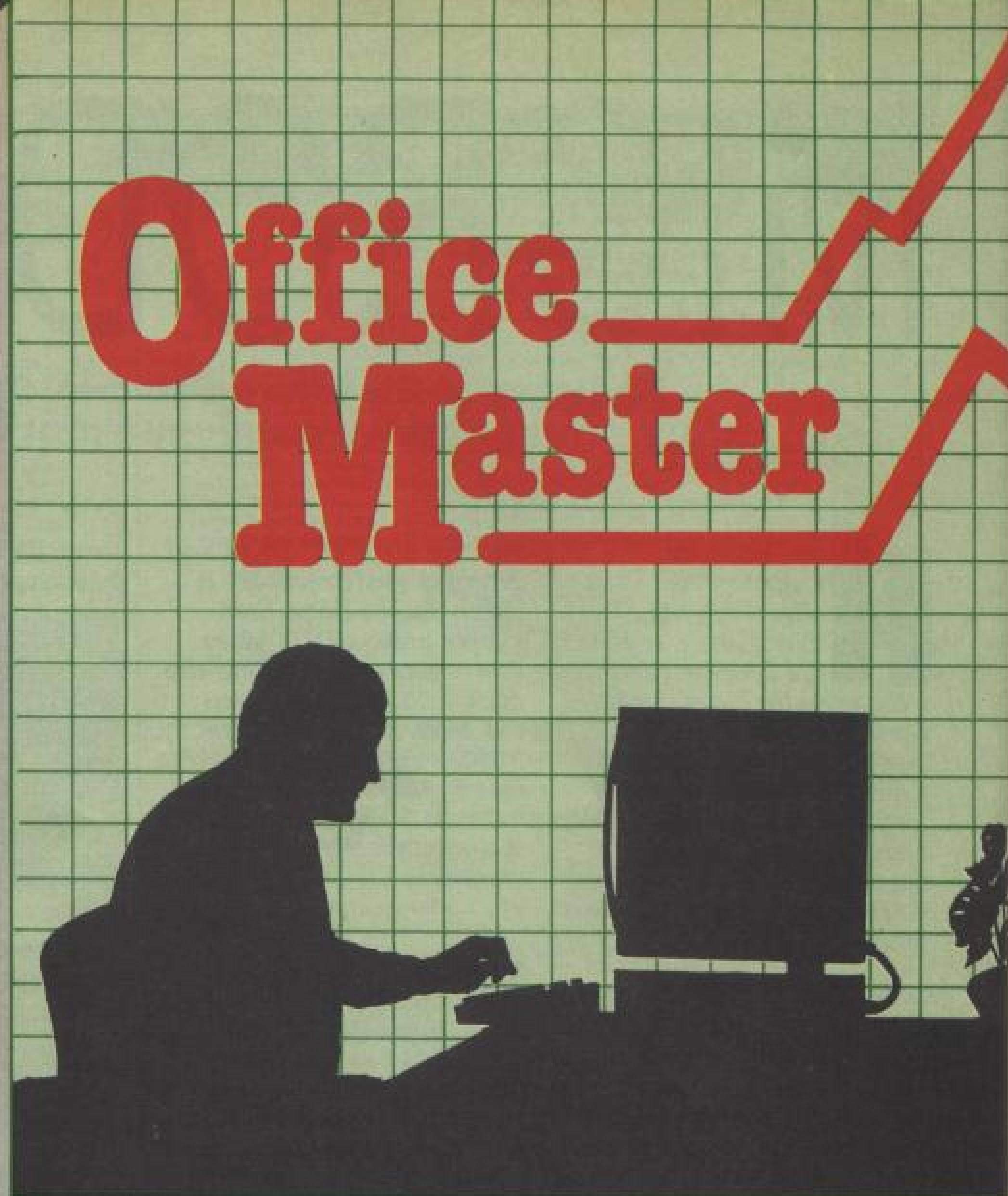
```
 100 DATA 207,49,33,9,24
9,34,183,92,201,215
 105 DATA 1272
 110 DATA 24,0,254,42,19
4,240,1,215,32,0
 115 DATA 1002
 120 DATA 254,207,194,24
0,1,215,32,0,205,30
 125 DATA 1378
 130 DATA 6,205,183,5,20
5,109,6,62,2,215
 135 DATA 998
 140 DATA 1,22,205,232,1
5,221,126,25,205,247
 145 DATA 1299
 150 DATA 23,205,196,18,
33,180,249,17,24,0
 155 DATA 945
 160 DATA 205,176,249,20
5,65,19,32,239,33,180
 165 DATA 1403
 170 DATA 249,203,70,32,
232,58,180,249,33,183
 175 DATA 1489
 180 DATA 249,182,230,2,
194,92,249,205,254,18
 185  DATA 1675
 190 DATA 24,215,58,181,
249,183,32,209,221,126
 195 DATA 1498
 200 DATA 41,221,190,13,
40,20,205,204,249,205
 205 DATA 1388
 210 DATA 171,249,221,12
6,13,183,32,189,221,126
 215 DATA 1531
 220 DATA 41,221,119,13,
24,181,221,229,175,205
 225 DATA 1429
 230 DATA 247,23,205,171
,249,221,229,225,17,44
 235 DATA 1631
 240 DATA 0,25,205,58,25
0,205,171,249,205,56
 245 DATA 1424
 250 DATA 29,123,203,63,
215,40,45,215,227,45
 255 DATA 1205
 260 DATA 205,171,249,22
1,225,205,196,16,195,193
 265 DATA 1876
 270 DATA 5,62,13,195,10
2,29,229,195,173,24
 275 DATA 1027
 280 DATA 0,0,0,0,0,0,0,
0,0,0
 285 DATA 0
 290 DATA 0,0,0,0,0,0,0,
0,0,0
 295 DATA 0
 300 DATA 0,0,0,0,33,140
,92,54,255,33
 305 DATA 607
 310 DATA 184,249,205,58
,250,62,32,205,102,29
 315 DATA 1376
 320 DATA 58,180,249,203
,87,194,233,249,62,245
 325 DATA 1760
 330 DATA 195,102,29,33,
195,249,126,183,40,28
 335 DATA 1180
 340 DATA 254,3,40,49,61
,245,62,228,205,102
 345 DATA 1249
 350 DATA 29,58,200,249,
230,31,198,96,205,102
 355 DATA 1398
 360 DATA 29,241,200,62,
36,195,102,29,33,203
 365 DATA 1130
 370 DATA 249,126,230,19
2,192,43,62,202,205,102
 375 DATA 1603
 380 DATA 29,197,78,35,7
0,215,43,45,215,227
 385 DATA 1154
 390 DATA 45,193,201,62,
175,205,102,29,35,229
 395 DATA 1276
 400 DATA 35,35,205,25,2
50,62,44,205,102,29
 405 DATA 992
 410 DATA 225,195,25,250
,6,10,126,254,32,40
 415 DATA 1163
 420 DATA 9,56,11,254,12
7,48,7,205,102,29
 425 DATA 848
 430 DATA 35,16,239,201,
229,197,215,40,45,215
 435 DATA 1432
 440 DATA 227,45,62,32,2
05,102,29,193,225,35
 445 DATA 1155
 450 DATA 5,200,24,218,0
,0,0,0,0,0
 455 DATA 447
```

Lines 100-455 Contain the data to be POKEd in. Odd numbered lines contain the checksum.

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■ I am 15 and want a penpal of the same age, male or female. I've written a few programs in Basic and machine code. David Edgar, 1 High Parksail, Erskine, Scotland PA8 7HY.
■ I would like some penpals, male or female, to swop games, tips etc. I have many new titles. Write to Russell Black, 97 Cliveden Avenue, Perry Barr, Birmingham B42 1SW.
■ Female penpal wanted for 13-year old Spectrum owner. I am a lonely handsome male. Photos are a must. Write now to Michael Wynne, 21 Bleatarn Road, Heaviley, Stockport SK1 4NP.
■ Penpal wanted, male or female, aged 14 to 16. Send your list for mine. Write to Justin Brown, 65 Ferniehill Road, Edinburgh EH17 7BL.
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■ Penpal wanted by 28-year old female Spectrum owner. I would like to hear from people from the USA or anywhere else in the world. Write to M. Madden, 12 Maxstoke Close, Kitwell, Bartley Green, Birmingham B32 4JX.
■ Penpals wanted. Over 400 games to swop, send your list for mine. Male or female. Write to James Chinnock, 23 Crossway, Little Worth, Stafford, Staffs ST16 3TR.
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■ Reporter hacker needs female penpal for correspondance and exchanging ideas. Write to G. Zorzos, PO Box 75070, Kallithea GR-17671, Athens, Greece.
■ Two brothers who live in Aberdeen, like football, games and computers, have over 150 games and would like to swop tips with boy or girl penpals. Ian and Steven Macrae, 33 Gardner Crescent, Kincorth, Aberdeen, Scotland AB1 5TT.
■ Male or female penpals wanted for 17-year old lad interested in computers, sports, pop music etc. Norman Johnstone, Logan Mains, Chapelknowe, Canonbie, Dumfriesshire, Scotland DG14 0YB.
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■ Loony penpals wanted! I am 20, into bikes, rock and game swopping. Dave Tiffany, 5 St Leonards Close, Upper Minety, Malmesbury, Wilts SN16 9QB.
■ I am 11 and new to the Spectrum+. I would like a penpal to help me to program and send hints and tips. Peter McElligott, 16 Carn Drive, New Mossley, Glengormly, N. Ireland.
■ Foreign penpal wanted, preferably Australian, to swop games, tips and POKEs. Aged about 13. If you fit the description write to John Armstrong, 41 Queensway, Penwortham, Preston, Lancs PR1 0DS.
■ 14-year old Turkish boy seeks penpal for exchanging programs and hints. All letters will be answered. French preferred. Sinan Kurmus, Tunaman Sok. 10/20, Fenerbahce — Istanbul, Turkey.
■ 14-year old Speccy owner requires a male/female penpal. Likes adventures and arcade games. Would like a foreign penpal if possible. Write to Steven Mackie, 19 Beattie Avenue, Aberdeen, Scotland AB2 5AQ.
■ Irish penpal wanted. Male or female aged around 12 who would like to swop games, POKEs and maps. Have games like *Commando, Nightshade, Fighting Warrior, One Man And His Droid* etc. Write to Ronan Kelly, 76 Griffith Court, Fairview, Dublin 3, Ireland.
■ Old (38) QL owner would like to swop ideas and programs. All letters will be answered. Write to Nils Rydstrom, Alviksgatan 17, 5 — 59300 Vastervik, Sweden.
■ Female penpal wanted aged 15+. I am into pop music aned arcade games. Please send a photo. All letters will be answered. Maurice Forster, 4 Platt Avenue, Sandbach, Cheshire CW11 9DE.
■ 18-year old boy musician with large software collection wants female penpal of roughly same age. Write to Rab Skey, 1 Walter Scott Avenue, Edinburgh, Scotland EH16 5RH.
■ I am 15. Here in Kuwait there are no computer clubs. I would like a penpal of any age to swop hints, programs etc. Write to Suraj Philip Mathew, PO Box 24748, Safat, Kuwait.
■ Lonely boy (15), Italian, brown hair, brown eyes, wants female penpal (+15). Antonio Perlot, Italian Embassy, Largo Conde Pombeiro, 6 Lisbon, Portugal.
■ Lonely male seeks female aged 15 to swop games, hints and tips. Please write to David Norman, 7 Bankside Down, Chorleywood Road, Rickmansworth, Herts WD3 4EJ.

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■ Original software — *Shadowfire, Sorderon's Shadow, Fourth Protocol, Sherlock*. Wanted — a good pools predictor, *Winter Sports, Arnhem*, plus any good war games original. Write to J. Rogers, 26 Harry Price House, Hartlebury Road, Oldbury, Warley B69 1EQ.

■ Swop Frederick Forsyth's *Fourth Protocol, The Complete Spectrum* and *Dustman* for Dk'Tronics 3 channel sound synthesiser. Write to Steven Copson, 4 Wimbledon Road, Sherwood, Nottingham NG5 1GU.

■ Swop *Gemini Office Master* (unused) for software/hardware. C. Young, Northolme, North Street, Theale, Reading RG7 5EX.

■ Swop *Knightlore, Broad Street, DM In Double Trouble., Pedro* and *Splat* for *Mikie, NOMAD, West Bank, The Young Ones*. Tel. (0908) 311205 after 5pm weekdays.

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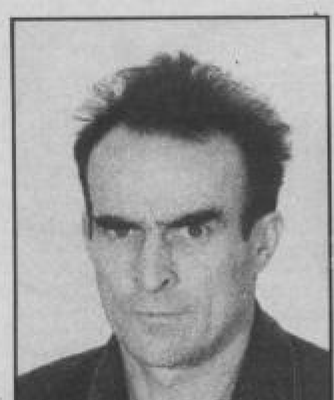
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BACKLASH

***Iolo Davidson* on Sir's big sell-out**

I was motoring down the M4 with a tuba on the back seat (a present for my ex-wife, as it happens) secure in the knowledge that this month's column, all 1130 exquisitely handcrafted words of it, had winged its way through the rigours of Telecom Gold to land relatively unscathed upon the Ed's desk that very morning, when I heard the news on the car radio. Sir Clive had sold out to the forces of Mammon!

Since the aforesaid column was all about how Sir should try to make the much rumoured Pandora portable more like the Amstrad range (eschewing microdrives for disks, employing a real keyboard, and above all not trying to power the thing off expensive and unobtainable flat-pack batteries), the entire closely reasoned and finely honed exposition had to be junked.

What I want to know is, who do I sue for all that wasted work, Sir Clive or Mr Sugar?

The logic of Sir's decision to get out of computers is unassailable. He does very well supplying quirky leading edge technology to uncomplaining enthusiasts, but has a terrible time delivering reliable products (on time) to a developed, competitive market.

The change that we've seen between Sir Clive the genius and Sir Clive the Clutz in the news media presentation over the last year or so is almost entirely due to the fact that he stayed in the home computer market while it changed character from enthusiast to consumer.

Remember that Sir was selling hi-fi gear for years before Amstrad appeared on the scene, back when stereophonic sound was a peculiarity indulged in by cranks and electronics buffs. He didn't hang around to compete in that market when the cheap music centres came flooding into every high street shop.

So what's going to happen to the ex-Sinclair computers? And what product will Sir Clive come up with next?

Mr Sugar Is A Man Outspoken To The Point Of Insensitivity

If you want a QL, you'll certainly have to be quick. Much of the once embarrassing stockpile has already been shifted, and the rest won't last long at the new price I've just seen in Dixon's. There is very little chance that any more will be made, and Amstrad are unlikely to bring out an improved version. However much the idea of a QL with a decent keyboard, more memory, a pair of pukka disks and all the bugs sorted out might appeal to the enthusiasts amongst us, Mr Sugar has written it off as a boffin's brainwave tainted by disastrous publicity.

The Spectrum is still a good seller, and will remain with us in some form for a while yet. The price of the 128 will take a big drop, and probably would've done in any case. But Amstrad will eventually develop the Spectrum away from hobbyist computing and towards the 'games console' concept. Instead of the familiar Sinclair style of machine with the inevitable rudimentary keyboard, the next 'Spectrum' will probably have a built in tape deck and joystick, but no keyboard at all. This will suit 95% of the current Spectrum buyers right down to the ground, but I say *"Phoooey!"*

The much rumoured Pandora will remain just a rumour. All the indications were that this computer was going to be very much a Sinclair type of machine, and Amstrad just don't sell that kind of product. Mr Sugar is a man outspoken to the point of insensitivity, and he did not let the presence of Sir Clive by his elbow at the press announcement dissuade him from revealing his contempt of microdrives and other gimcrack ideas.

The phrase "future Sinclair designed computers will be offered to Amstrad" has been carefully constructed to give an impression of continuity without committing Amstrad to actual production of such designs. The Pandora has in effect been written off, just like my 1100 words.

Sir Clive Has Sold Out To The Forces Of Mammon!

The great pity is that Sinclair did not sell off the computer business two years ago, when he was still a genius. He would certainly have received a lot more money, perhaps even ten or twenty times as much.

The marketing of the flat telly has already been taken over by Timex, so if we ignore the C5 (like everyone else), it would seem that Sinclair Research is left without any existing products.

So what has Sir Clive got up his sleeve that he urgently requires five million quid for? I suppose it's possible that he is about to go into production with his wafer scale integrated circuit, the silicon disk. I do hope we can rule out the rumoured C10. Whatever it is, it can't be a new computer, because he's committed to offering new computer designs to Amstrad. In fact this just amounts to a promise not to go into competition with Amstrad. Alan Sugar would be quite startled if Sir Clive actually started sending him new computer designs on approval.

I can't see Sinclair Research as a component supplier to the industry, which is what they would be if they manufactured the silicon disk without having a product of their own to put it in. And I can't think of anything but computers which might require wafer scale integration. Surely Sir means to sell the rights to produce the silicon disk, once he gets it sorted, in the same way that he's sold off the Spectrum.

The only hint of the future is a murmur that he plans to produce products in the telecommunications field. That covers a pretty wide area, but I do have a suspicion of what is about to be sprung on us. By the time you read this, I expect that Sir Clive will have announced a wrist-mounted, two-way video communicator with a built in satellite dish. The batteries will be housed in special accessory shoes with very thick soles, and you'll need to carry a pair of tweezers to work the controls and a satellite timetable so that you know where to point the thing. Oh yes, it naturally won't work when it's raining. Please allow 28 days for delivery.

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